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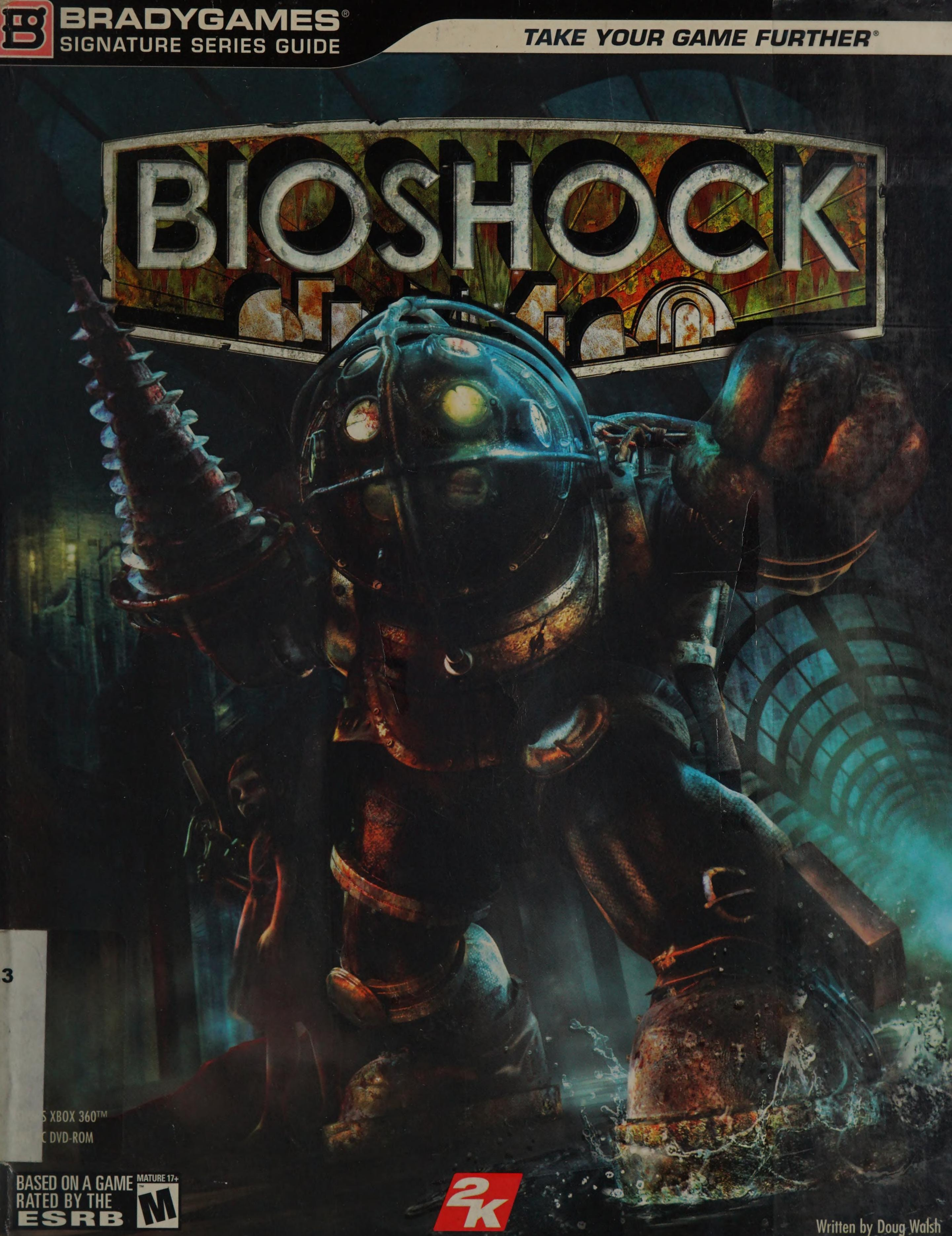

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BASED ON A GAME RATED BY THE ESRB
MATURE 17+
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Written by Doug Walsh

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BIOSHOCK

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PROLOGUE

ONE MAN'S VISION...

I'm Andrew Ryan and I'm here to ask you a question: Is a man not entitled to the sweat of his own brow?

No, says the man in Washington. It belongs to the poor.

No, says the man in the Vatican. It belongs to God.

No, says the man in Moscow. It belongs to everyone.

I rejected those answers. Instead, I chose something different. I chose the impossible. I chose...

Rapture.

A city where the artist would not fear the censor. Where the scientist would not be bound by petty morality. Where the great would not be constrained by the small. And with the sweat of your brow, Rapture can become your city as well.

ABOUT THIS GUIDE

Imagine if you will that you are the one who came across a lighthouse in the middle of the sea. A lighthouse that led to a secret city in the bottom of the ocean filled with genetically-mutated people trying to kill you at every turn. What would you need to survive? We asked ourselves this question time and again while playing Bioshock and our answer is in your hands.

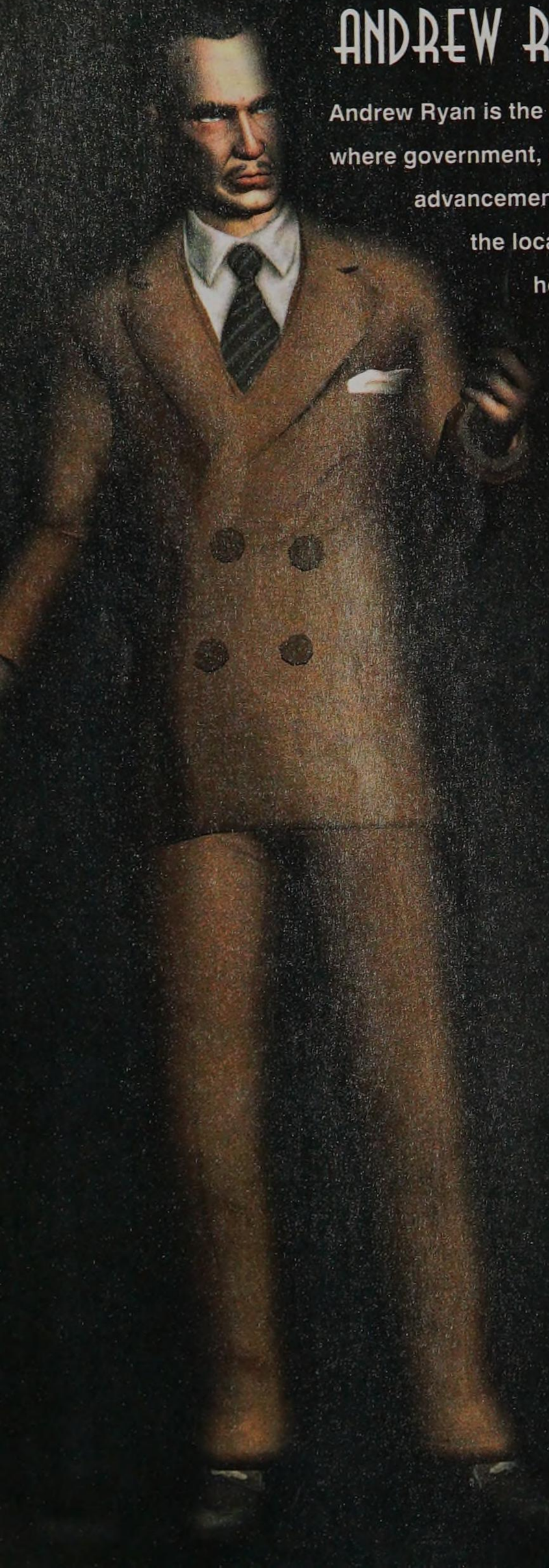
This strategy guide is what we believe to be the ultimate tool for survival in Rapture. The pages that follow document the location and capability of every available weapon, plasmid, and gene altering tonic that exists in the city. They contain detailed maps revealing the locations of every safe, every vending machine, and every Audio Diary ever recorded. Here you will find proven tactics for navigating the dangerous corridors of the city, and for battling every wretched creature—flesh or mechanical—that crosses your path. And, perhaps most importantly, we give you the tips for luring every Little Sister out of hiding and eradicating the Big Daddies that protect them. Lastly, for those who want to squeeze even more out of their time in Rapture, we have included a comprehensive guide to unlocking all 50 Xbox 360™ Achievements. After all, we think surviving a stay in Rapture is deserving of some recognition.

We also believe one couldn't visit a place like Rapture without wanting to know a little about the men and woman who helped build it. For that reason, we have added a series of developer interviews to our website at www.bradygames.com for your enjoyment.

RESIDENTS OF RAPTURE

THE RAPTURE ELITE

The world of Rapture is filled with power players, scientists, and those who simply know how to take advantage of an opportunity when it presents itself. These are the major players of Rapture, pulling the strings and controlling the masses brought to this city under the sea.



ANDREW RYAN

Andrew Ryan is the man behind Rapture. It was his vision to build a city where government, religion, and morality would not interfere with the advancement of science and art. Rapture was his dream, he chose the location carefully, and by tremendous will and hard work, he made it reality.

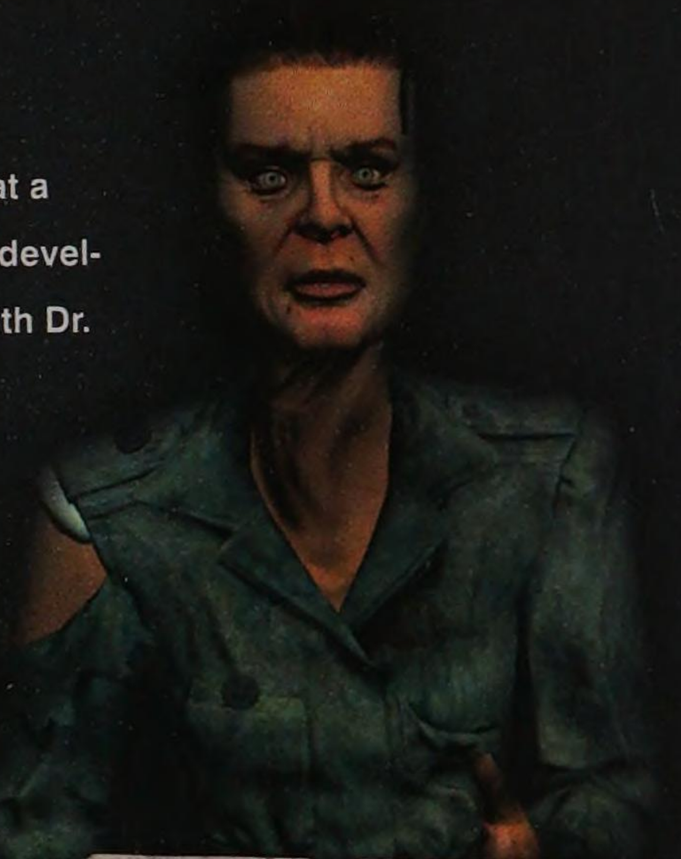
ATLAS

Atlas is the owner of the friendly voice that greets you in the bathysphere as you ride down to the city from the lighthouse. He has a heavy accent, yet is polite. Although his disgust with Andrew Ryan is evident, it seems as if his hatred for the man is deserved. Atlas is your guide over the radio for much of your time in Rapture, so get used to him.

TENENBAUM

Dr. Tenenbaum was the scientist who recognized that a particular sea slug was the source of all Adam, and developed it into something useable. She collaborated with Dr. Suchong to create the Little Sister project, which gave female children the ability to harvest Adam from "Angels". Suchong's role in this collaboration was to develop many of the different Plasmids that exist in Rapture. Tenenbaum has since realized the problems that the genetic splicing has caused and has had a change of heart. She is now trying to protect the Little Sisters she helped create.

She currently lives a life of secrecy, rarely leaving the safehouse she hides out in. She promises to reward you with gifts if you show compassion and spare the lives of the Little Sisters that you encounter.



SPLICERS

Splicers are the most common class of enemy in Rapture, but these genetic freaks were not always so threatening. There was a time not long ago when Splicers were normal men and women going about their nondescript lives just like everyone else. That is, until they met Adam. At first they looked at Adam as purely a means to an end—a way to work harder, to improve their strength, or perhaps even to look a little younger. But things didn't pan out the way they expected. They got hooked. Adam was a drug like any other and they were mainlining it like no tomorrow. Before they knew it, they were shooting up so much Adam, they spliced themselves right out of the human race. And they're pretty angry about it.

Ever-Increasing Strength

While the Splicers you encounter early in the game are relatively very weak, they are not always so. Each type of enemy gradually becomes more and more durable over time in the game. They carry the same name, but they are able to withstand more and more firepower as the game progresses.

THUGGISH SPLICER

THUGGISH SPLICERS ARE VULNERABLE TO ANTIPERSONNEL ROUNDS.

Thuggish Splicers are the most common type of Splicer and also the weakest. Thuggish Splicers attack with various tools and items that can be swung like a club. Most opt for a lead pipe, but others may choose a shovel or other instrument in their proximity. Late in the game, you will encounter Thuggish Splicers who have electrified their bodies. These electrified thugs are immune to Electro-Bolt, and deal electrical damage to you. Thuggish Splicers are not all that bright and do little more than rush towards you head-on. They'll commonly leap right before reaching you in an effort to bring their weapon down across your head in a heavy overhand strike. They are susceptible to all types of attacks and it is recommended that you not squander your antipersonnel ammunition on them—base ammo is more than enough, especially when paired with a blast of Electro Bolt or Incinerate.

Thuggish Splicer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	SportBoost Physical Tonic
3	Increased Damage ++
4	SportBoost 2 Physical Tonic
5	Increased Damage +++

Residents of Rapture

LEADHEAD SPLICER

LEADHEAD SPLICERS ARE VULNERABLE TO ANTIPERSONNEL ROUNDS.

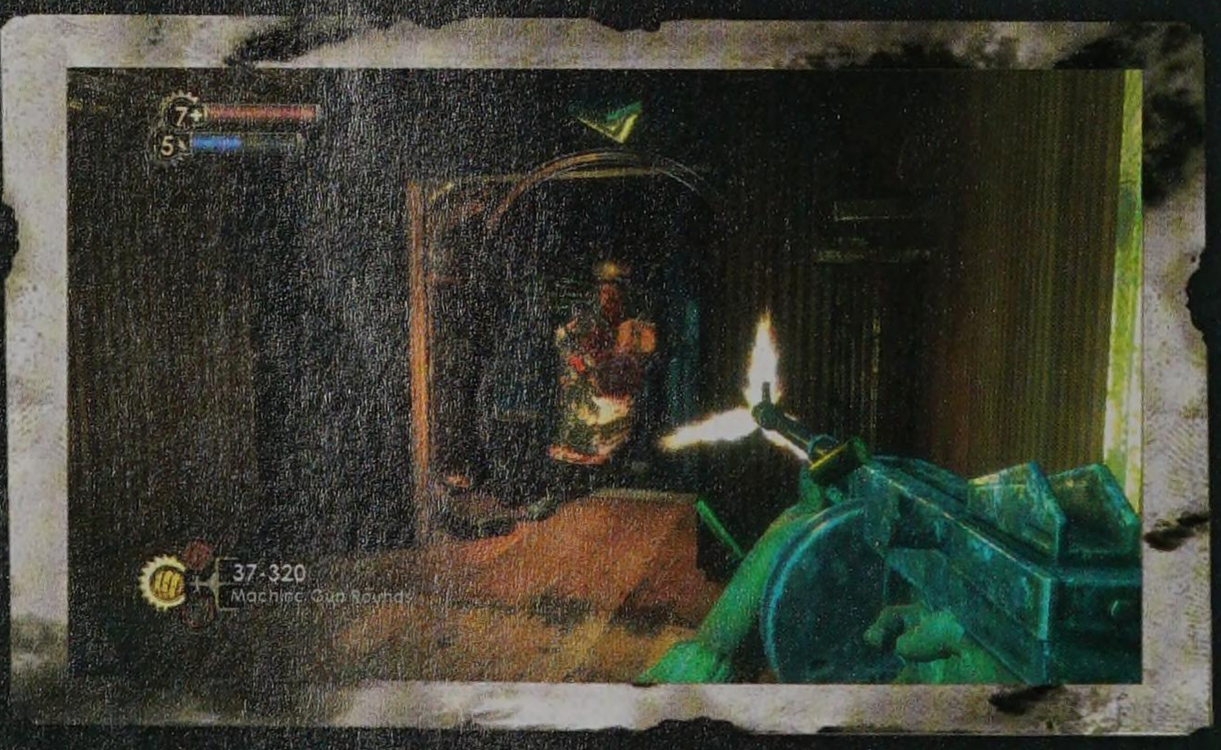
Leadhead Splicers are another low-level type of Splicer, but unlike the Thuggish Splicers they are often found carousing with, they prefer the power of firearms. Leadhead Splicers most often rely on Pistols, but some also carry Machine Guns. They try to keep their distance and strafe in and out of cover, but they are still relatively easy to take down and don't necessitate special weaponry. Use Electro Bolt to stop them in their tracks and use your base ammo for the Pistol, Shotgun, or Machine Gun to take them down.

Leadhead Splicer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Scrounger Physical Tonic
3	Increased Damage ++
4	Static Discharge 2 Combat Tonic
5	Increased Damage +++

NITRO SPLICER

NITRO SPLICERS ARE VULNERABLE TO ANTIPERSONNEL ROUNDS.



Nitro Splicers are the mad bombers of Rapture. Forever running around with a wooden box of homemade grenades, these crazed creatures love nothing more than to set you ablaze. Nitro Splicers are fast afoot and carry with them a blinding smoke bomb that they use to disappear behind whenever you get close. They know they are all but defenseless at close range, so they try to maintain a safe distance, commonly keeping to balconies and other areas where they have an elevation advantage. Listen for the whistling sound of an incoming grenade and quickly grab it with your Telekinesis plasmid and hurl it back at them. Nitro Splicers aren't the strongest of enemies in Rapture, but they can definitely deliver a significant amount of damage if you don't tend to them quickly. Load up the Machine Gun with Antipersonnel rounds and keep the Telekinesis plasmid active whenever you suspect their presence.

Nitro Splicer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Permanent 15% chance that any enemy grenade will be a dud.
3	Increased Damage ++
4	Permanent 35% chance that any enemy grenade will be a dud.
5	Increased Damage +++

SPIDER SPLICER

SPIDER SPLICERS ARE VULNERABLE TO ANTIPERSONNEL ROUNDS.

Of all the Splicer varieties, the Spider Splicers are beyond a doubt the most disturbing. These acrobatic masters not only show off their agility by evading your gunfire with cartwheels and back handsprings, but they can even crawl around on the ceiling too! Listen for the clanging around of their meat-hooks on the ceiling and quickly focus your plasmid and guns skyward. Spider Splicers roost upside-down on the ceiling and fling a series of razor sharp sickles at you, relying on the darkness of the shadows to conceal their whereabouts. On ground, Spider Splicers like to attack at close range and try to disembowel you with their vicious hook-shaped blades. Do not take Spider Splicers lightly, as they are among the most lethal inhabitants of Rapture. Use Antipersonnel ammunition and either hit them with the Incinerate plasmid to better see them while they burn or stop them cold with Winter Blast. Don't take any chances with Spider Splicers—tend to them immediately! Lastly, make sure to search their corpses and collect the Spider Splicer Organs for their health restoring properties!

Spider Splicer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Spider Splicer Organs can be used like First Aid Kits.
3	Increased Damage ++
4	Extra Nutrition 3 Physical Tonic
5	Increased Damage +++

HOUDINI SPLICER

HOUDINI SPLICERS ARE VULNERABLE TO ANTIPERSONNEL ROUNDS.

Houdini Splicers are the most advanced form of Splicer, since they have mastered the ability to hurl fire, ice, and "disappear". Houdini Splicers seemingly burst into a red cloud of gas, only to reappear moments later elsewhere in the area. You can spend an inordinate amount of time tracking a Houdini Splicer if they are not disposed of quickly. Break out your big guns, load them with Antipersonnel ammunition, and open fire as soon as you see a Houdini Splicer. Also, try to combat their fireball-throwing ways with Winter Blast—it will also freeze them in place and keep them from disappearing right away.

Houdini Splicer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Natural Camouflage Physical Tonic
3	Increased Damage ++
4	Easier to predict Houdini Splicer movements.
5	Increased Damage +++

THE ADAM GATHERERS

The banner at the entrance to the lighthouse may have read "No Gods or Kings" but that doesn't mean there aren't any angels; at least not in the mind of the Little Sisters who roam Rapture collecting Adam from the deceased. Naturally, these little girls don't gallivant around the city alone, they have their Big Daddies with them. And nobody should mess with a Big Daddy!

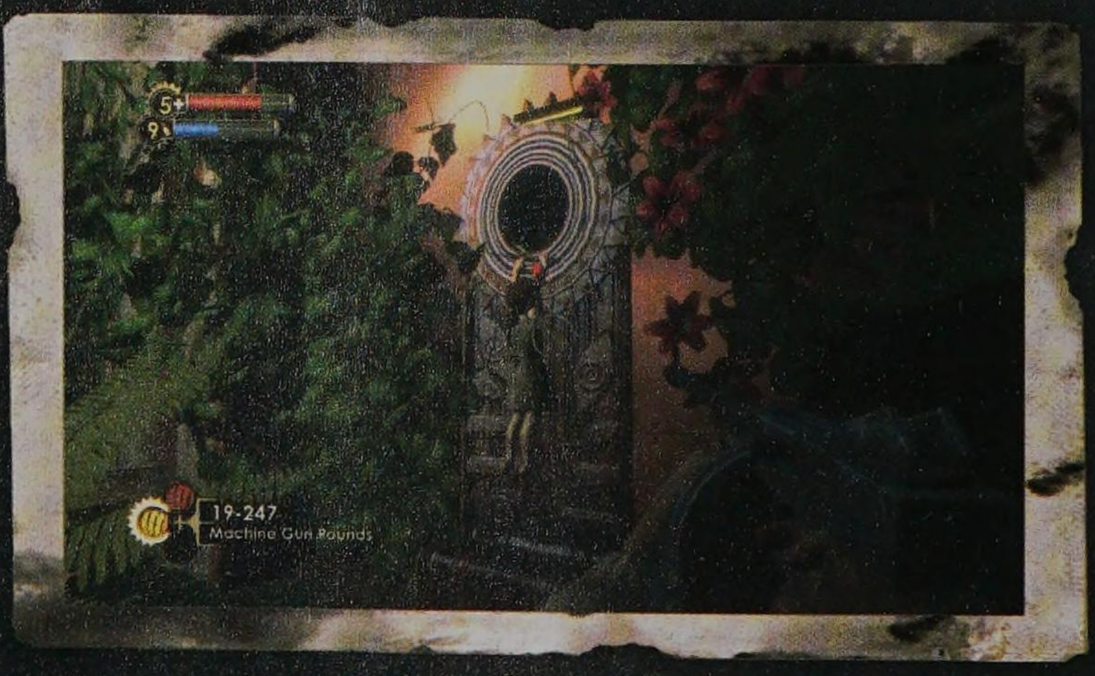
Let Well Enough Alone

Big Daddies have been programmed to only become aggressive if they, or the Little Sister in their charge, is physically assaulted. Big Daddies will not attack you unprovoked, so keep this in mind when you run into the lone Big Daddy walking around—there are some fights that aren't worth picking!

LITTLE SISTER

LITTLE SISTERS ARE INVULNERABLE TO PHYSICAL ATTACKS.

Little Sisters lie at the forefront of Andrew Ryan's plans of domination. These seemingly innocent girls were implanted with a special Adam-infused species of sea slug that turns these children into invincible collectors of Adam. They travel the city through ventilation holes and only come out when one of their Big Daddy chaperons is nearby to protect them, for while they are invincible to damage they mustn't fall into the wrong hands. And Splicers would kill to get their hands on the Adam they possess. The only way to get to a Little Sister is to destroy the Big Daddy assigned to her, and even then your only options are to either "Harvest" or to "Rescue" her. Harvesting a Little Sister nets you 160 Adam and the guilt of knowing that you destroyed an innocent little girl. Rescuing the Little Sister leaves the sea slug imbedded in her, but frees her from the curse befallen her. Rescuing a Little Sister only nets you 80 Adam but, for every three you rescue, Tenenbaum sends you a valuable reward for your efforts. The choice is yours.



Little Sister Research Bonuses

Level	Research Bonus
1	Small increase to max Health and EVE.
2	Small increase to max Health and EVE.
3	Small increase to max Health and EVE.
4	Small increase to max Health and EVE.
5	Small increase to max Health and EVE.

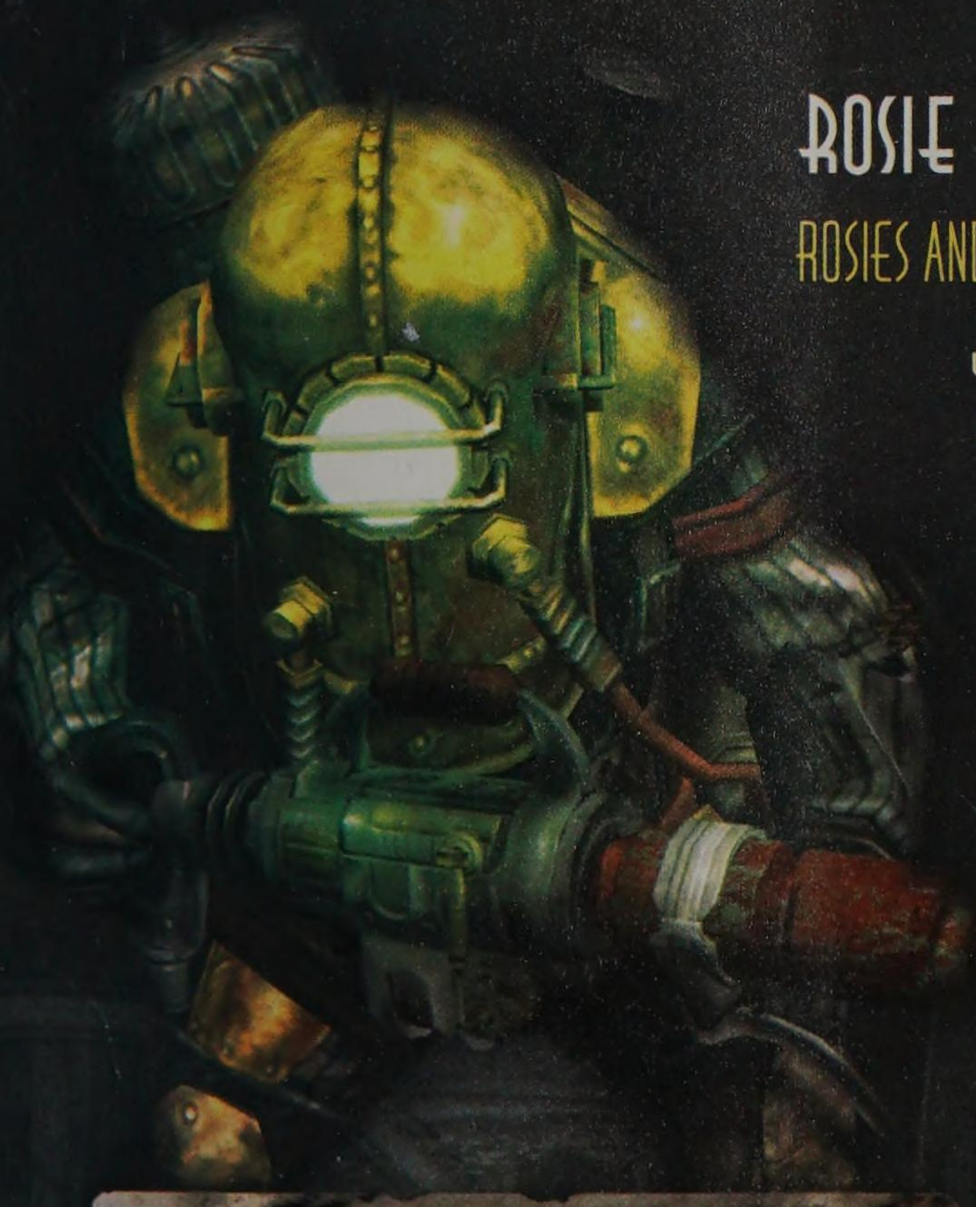
BOUNCER

BOUNCERS AND ELITE BOUNCERS ARE VULNERABLE TO ARMOR-PIERCING ROUNDS.

Bouncers are but one of two types of Big Daddies assigned to safeguard the Little Sisters as they go on their Adam-collecting missions. The hulking armor-clad Bouncer wields a massive drill for an arm and attacks by slamming its enormous heft into its target at a high speed. That's right, for a fellow this big he can really move! Of course, Bouncers aren't equipped with a drill for no reason at all. They use their drill to bore into their prey at close range, inflicting massive amounts of damage. They can also drill into the floor to shake the room they're in and disorient all those around them. Elite Bouncers are another variant of Bouncer and are but a faster, more aggressive, and more durable version. The "City Directory" section of this guidebook gives step-by-step strategy on how to deal with each and every situation in which a Bouncer is guarding a Little Sister.

Bouncer and Elite Bouncer Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Wrench Jockey 2 Combat Tonic
3	Increased Damage ++
4	Permanent 50% increase to all Wrench damage.
5	Increased Damage +++



ROSIE

ROSIES AND ELITE ROSIES ARE VULNERABLE TO ARMOR-PIERCING ROUNDS.

Unlike the bone-crushing Bouncer, the Rosie is a Big Daddy that prefers to keep its distance and attack with a powerful Rivet Gun and Proximity Mines. Rosies strafe back and forth in and out of cover, always making sure to stay between their opponent and the Little Sister in their care. The Rivet Gun they wield fires deadly metal projectiles with extreme accuracy and tremendous velocity. Although the firing rate is not exceptional, the Rosie only needs to land a few shots to bring down even the toughest of adversaries. The Proximity Mines it throws are hurled with tremendous accuracy and remain active indefinitely—anyone who steps within the red ring triggers the explosive. Rosies and Elite Rosies require a skilled approach and should not be approached without a plan. The "City Directory" section of this guidebook gives step-by-step strategy on how to deal with each and every situation in which a Rosie is guarding a Little Sister.

Rosie and Elite Rosie Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Photographer's Eye 2 Combat Tonic
3	Increased Damage ++
4	Rosie loot almost always contains rare invention components.
5	Increased Damage +++

RAPTURE SECURITY

The powers at be—namely Andrew Ryan and Fontaine Futuristics—have installed an elaborate security system throughout Rapture. It is a multi-layered fabric of Security Cameras, Turrets, and Security Bots all of which have been programmed to sense intruders like you and kill on sight.

SECURITY CAMERA

SECURITY CAMERAS ARE VULNERABLE TO ARMOR-PIERCING ROUNDS AND ELECTRICITY.

Security Cameras are most commonly mounted near doorways and in the vicinity of safes and other high-value targets. The Security Cameras pan back and forth over the area, emitting a red glowing light that betrays their presence. They can also be heard as they move and while they zoom on a potential intruder. It takes several seconds for a Security Camera to detect an unauthorized intruder, during which time you can take cover out of sight, hack the Security Camera, or destroy it. Failing to avoid detection results in a security alarm being sounded, and a never-ending stream of Security Bots are summoned to the location until the alarm count-down ends. Although it can be tempting to destroy most Security Cameras that you encounter, they are much more useful when they are hacked. A hacked Security Camera sounds the alarm and unleashes a pair of Security Bots on the Splicer that triggered the alarm.

Security Camera Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	You find twice the Film on destroyed Security Cameras.
3	Increased Damage ++
4	Flow speed reduced when hacking any Security Camera.
5	Increased Damage +++

SECURITY BOT

SECURITY BOTS ARE VULNERABLE TO ARMOR-PIERCING ROUNDS AND ELECTRICITY.

Security Bots are only active when an alarm has been sounded; otherwise they sit idle on the floor where they can be easily hacked. When active, the Security Bot hovers around the room seeking the target that triggered the alarm in attempt to shoot it with the Security Bot's twin machine guns. If you find yourself being pursued by Security Bots, head at once to a nearby Security Bot Shutdown panel and pay the twenty dollar fee to disable the Security Bots. If no such panel is nearby, know that Security Bots can be taken out of flight with a blast of electricity, at which time they are vulnerable to hacking. You should always hack Security Bots when given the chance. They will hover around you and automatically attack anything deemed hostile. You can have up two Security Bots protecting you at once.

Security Bot Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	Security Expert 2 Engineering Tonic
3	Increased Damage ++
4	Hacking Security Bots automatically succeeds.
5	Increased Damage +++

TURRET

ALL TYPES OF TURRETS ARE VULNERABLE TO ARMOR-PIERCING ROUNDS AND ELECTRICITY.

Turrets are the lone gunmen of the security system. They have their own intruder-detection capability and open fire as soon as one is detected. Most Turrets are equipped with a high-caliber machine gun, but there are also those with the ability to fire rocket-propelled grenades, or project flame. Although Turrets can be very dangerous, they have several drawbacks that make them somewhat easy to avoid. For starters, they are stationary. They can rotate in place, but they cannot move—this makes it easy to take cover out of sight. Secondly, it's possible to hear them starting up their motor after they detect a hostile intruder. Listen for the sound of a small engine warming up and quickly back away! Lastly, their detection system has a red light which can sometimes be seen from a moderate distance. Whenever you encounter a Turret, quickly hit it with Electro Bolt, then rush forward and hack it. This way it automatically opens fire on your enemies and provides you with helpful backup.

Turret and RPG Turret Research Bonuses

Level	Research Bonus
1	Increased Damage +
2	You find twice the ammunition on destroyed Turrets.
3	Increased Damage ++
4	Hacking Turrets automatically succeeds.
5	Increased Damage +++

LIFE UNDERWATER

GAMEPLAY FUNDAMENTALS

Welcome to Rapture, visitor! You undoubtedly have lots of questions about this mysterious place, so this handy guide has been put together to help get you up and running. This chapter is designed to work as a supplement to the user's manual that accompanied your ticket to Rapture. You'll find the answers to basic questions about life (and survival) in Rapture in the following pages, as well as a number of helpful tips for getting around.

CONTROLS

Bioshock utilizes an intuitive control interface that maps weaponry to the character's right hand (and therefore right controller buttons) and plasmid use to the character's left hand (and left controller buttons). The following table shows the default control setup for the game.

Action	Xbox 360	PC
Movement	Left Thumbstick	W,A,S,D Keys
Look/Aim	Right Thumbstick	Mouse Movement
Reload	X Button	R Key
Jump	Y Button	Spacebar
Use First Aid	B Button	F Key
Interact	A Button	E Key
Fire Weapon	R Trigger	Left Mouse Button
Switch Weapon	R Bumper (hold for selection radial)	1,2,3,4,5,6,7,8 Keys / Mouse Wheel Up/Down

Action	Xbox 360	PC
Toggle Zoom	Right Thumbstick Button	Z Key
Fire Plasmid	L Trigger	Left Mouse Button
Switch Plasmid	L Bumper (hold for selection radial)	F1-F6 / Mouse
Toggle Crouch	Left Thumbstick Button	C Key
Switch Ammo Type	D-Pad	Mouse Wheel Click, Q Key
Status Menu & Map	Back Button	M Key
Pause Menu	Start Button	P Key

PC ONLY: Weapon / Plasmid Toggle = Shift Key
Weapon / Plasmid Toggle = Right Mouse Button

WEAPON USE

YOU'LL FIND A COMPLETE GUIDE TO ALL OF THE WEAPON TYPES, AMMUNITION, AND WEAPONS UPGRADES IN THE "ARM YOURSELF" CHAPTER.

Bioshock, at heart, is a first-person shooter which means that you'll be using a lot of different weapons and squeezing off thousands of rounds of ammunition by the time you reach the end of the game. Throughout this journey there are several tips you need to keep in mind.

Reload Often: This goes without saying for experienced gamers, but if you're new to this particular genre then this is for you. Don't ever advance down a hallway or enter a new room without first reloading your weapon.

Pick Up All Ammo: There's no such thing as carrying too much ammunition and it only takes a second or two to pick up dropped guns (or to search corpses), so there's no excuse for not doing it. Follow this tip and you may never have to worry about running out of ammunition.

Roam Smartly: Some of the weapons that you'll come to possess can be considered specialty weapons and are best left for specific situations. When exploring a new area, be sure to carry a versatile weapon such as the Machine Gun or Shotgun instead of, say, the Grenade Launcher. You can always switch if you see an opportunity to use a different weapon.

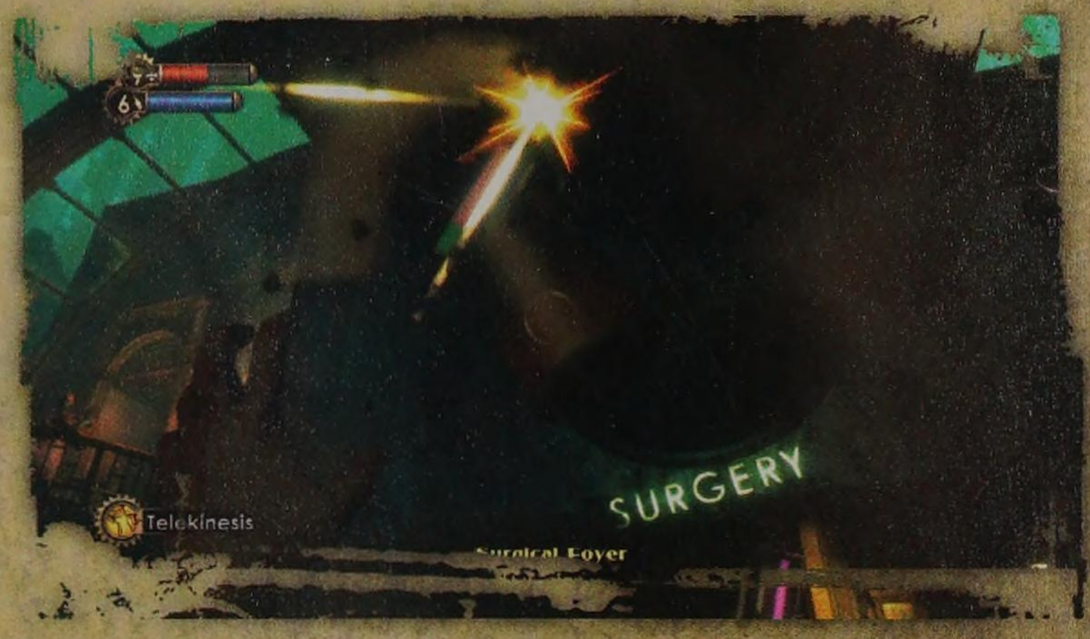
Make Upgrades a Priority: There are 12 Power to the People weapon upgrade stations in Rapture and finding these machines is paramount to your survival. Be sure to look at the accompanying maps in this book for their locations.

Ammo Selection: The base ammunition is fine early in the game, but you'll eventually need to work each weapon's advanced and inventible ammo into the mix. Remember that fleshy enemies are vulnerable to antipersonnel ammo, whereas armored enemies and machines are more susceptible to armor-piercing rounds. You can only carry half as much of these specialty ammunition types as you can the standard ammo, so always switch back to the regular ammo unless you know that a string of tougher enemies is coming.

PLASMID USE

THE "EVOLVE TODAY" CHAPTER INCLUDES A COMPLETE GUIDE TO THE LOCATIONS AND EFFECTS OF EACH AND EVERY PLASMID AND TONIC IN THE GAME.

It didn't take long for the scientists of Rapture to uncover a species of sea slug with incredible healing capabilities and turn it into what is known as Adam. Thanks to Adam, it was possible to create a host of genetic modifications in the form of plasmids (active) and tonics (passive) that improve oneself in a number of desirable—and often violent—ways.



Inject Regularly: Plasmids consume a serum known as EVE which must be injected in the user's arm via hypodermic needle. You will automatically inject a new EVE Hypo if you run out, but this could leave you exposed to enemy attacks. It is a good idea to top off your EVE levels before big battles, or whenever the EVE Meter starts to run dry.

Needle Collection: You can only carry up to 9 EVE Hypos at once and although more can be purchased at most Circus of Values machines, it's far more cost-effective to collect them from the environment. Look for the telltale blue glow of an EVE Hypo and use Telekinesis to get it—many are on ledges and hidden behind objects, so look around.

Trust the Basics: It's always fun to test drive a new plasmid, but don't discount the versatility and reliability of the ol' standbys. Plasmids like Electro Bolt and Incinerate don't ever go out of style, however they do lose their effectivemess over time. Be sure to switch back to either of these plasmids (or Winter Blast) when moving onward into a new area.

Plasmid First, Shoot Second: You'll find that it's far more effective to soften up an enemy with a plasmid before opening fire with a conventional weapon. For this reason, you should do most of your exploring with the character's left hand—his plasmid hand—ready to unfurl a bolt of lightning (or fireball) at any moment.

Make Room for Tonics: Don't underestimate the low-cost tonics available in the Gatherer's Garden machines. Oftentimes, it is the passive enhancements done through tonics that have the most profound impact on your success. It's easy to see a fireball burn an enemy and think of it as vital, but the effects of the Physical, Engineering, and Combat Tonics are every bit as important. Once you have the basic plasmids in your arsenal, be sure to buy extra slots for tonics before making additional plasmid purchases.

Life Underwater

EXPLORATION

Although the previous tips may lead you to believe that your time in Rapture will be spent in a never-ending firefight, that's not necessarily the case. In addition to combat, you will have to excel in puzzle solving, navigation, and general exploration of the city as well. With so many hazards lurking around every bend, it's important to have a solid understanding of what it takes to make it out alive.

Stay Healthy: First Aid Kits are your friend. You can carry up to 9 of them at once and, although they can't refill your entire Health Meter (without upgrades), there are plenty of ways to find more. For starters, search containers and loot corpses to find additional First Aid Kits. Another good source is the Circus of Values machine—hack it to lower prices. Lastly, use a weapon or plasmid to destroy a Health Station and collect the 1 to 3 First Aid Kits that fall out.

Loot the Body: It might seem like an obvious thing to say, but it's easy to get caught up in the action and forget to search the corpses you leave in your wake. The sheer volume of ammunition, items and invention components that can be gained from thoroughly searching the corpses of your victims can not be overstated. Additionally, be sure to employ the Scrounger tonic as soon as you can as the ability to "re-roll" a search of a container or corpse will oftentimes net you more valuable items than the preliminary search would (it also sometimes reduces the items you'll find, so beware).

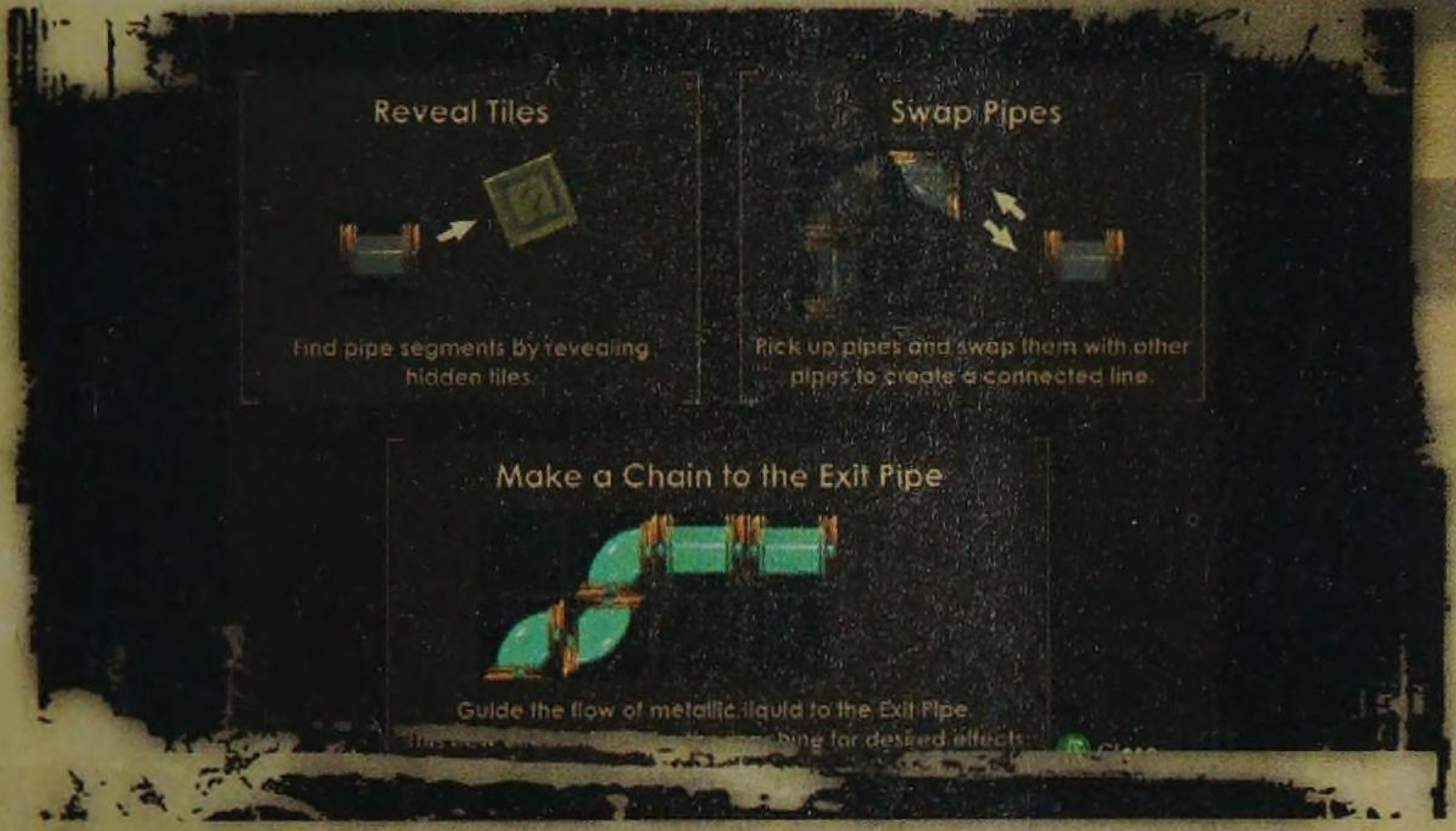
Find the Diaries: It might not be polite to listen in on the Audio Diaries scattered throughout Rapture, but if these people wanted their thoughts kept private, they should have done a better job of hiding them. There are 122 Audio Diaries in Rapture, some of which reveal information critical to your progress. But even those that aren't essential do add a significant depth to the story and really help you understand what life in Rapture is really like.

Snack Up: First Aid Kits and EVE Hypos aren't the only way to replenish your life force. There are tons of snacks and beverages scattered throughout the city ranging from potato chips to thermoses of coffee. The majority of these snacks restore a small amount of Health and/or EVE. Keep in mind, however, that alcoholic drinks will replenish some Health, but only at the expense of EVE. Also, if you drink two or more alcoholic beverages in quick succession you will become drunk and your vision will blur. Cigarettes also restore EVE, but they do it at the expense of Health.

Status Check: The Status and Map Screens give you insight into everything you come in contact with in Rapture. Press the appropriate button to call up this screen to inspect the map, to re-listen to radio messages, and to read notes on the various gameplay systems and weaponry.

HACKING

Hacking plays a big role in *Bioshock,* since it allows you effectively deal with the machinery in Rapture. This puzzle-based mini-game requires you to quickly swap tiles showing various shaped pipes to direct the circuit flow from one side of the grid to the other. You'll have to avoid various hazard tiles while acting fast, so as to not overload the system or set off an alarm. You can hack safes, Security Cameras, Security Bots, Turrets, most vending machines, and even some combination locks.



To attempt to hack a device, approach the machine and follow the on-screen commmands when they appear. This will bring you to the hacking overview screen. This shows you how difficult the hack will be and what tonics you have spliced that are working to make it easier. It also gives you the following four options:

1) Attempt the hack.

2) Cancel the hack.

3) Use an Automatic Hack Tool.

4) Buyout the hack with money.

The Rapid Reveal: When hacking, don't worry about trying to line up new pipe right away. Instead, rapidly uncover the dozen or so tiles nearest the start of the circuit flow so as to reveal any potential alarm or overload tiles. Don't start directing the flow until you know you aren't going to lead it into a dead-end.

Prepare for Failure: It's not a good idea to attempt a hack when the difficulty meter is deep into the red zone, but if you are going to make the attempt, make sure you have full Health Meter before you do. The hacking gets much more difficult the deeper into Rapture you get and it's entirely possibly that an overloaded system can shock you enough to kill you.

Automatic Hacking: Automatic Hack Tools are a precious commodity in Rapture and should be saved for use in hacking safes, as they are the most difficult hacks to perform. The only time you should consider using an Automatic Hack Tool for anything but a safe is if you have the maximum amount (5) or are hacking a vending machine or U-Invent machine that carries Automatic Hack Tools.

Override Security: There are Security Cameras and Turrets located throughout Rapture and although you can oftentimes easily destroy these sentinels before they spot you, it's better to hack them. In doing so, you turn the tables on Rapture and make the security system work for you against everyone else. Not only will you not get shot by the Turrets and Security Bots, but you can advance in comfort knowing that you have a mechanical line of defense guarding your blindside.

RESEARCH

YOU CAN LEARN MUCH MORE ABOUT THE RESEARCH CAMERA IN THE "ARM YOURSELF" CHAPTER. ADDITIONALLY, A FULL LIST OF RESEARCH BONUSES FOR EACH AND EVERY ENEMY IS INCLUDED IN THE "RESIDENTS OF RAPTURE" CHAPTER.

One of the weapons you'll come to acquire is the Research Camera and, although it doesn't deal direct damage to enemies, it is one of the most devastating tools in your possession. Use the Research Camera to take photos of enemies to earn Research Bonuses. Each time you reach a new Research Bonus Level, you will gain an advantage over that enemy. Sometimes you'll gain a boost in the amount of damage you inflict, sometimes you'll gain a tactical advantage, and other times you'll actually gain a hidden tonic! Each time you squeeze the trigger to take a picture of an enemy, a Research Score is calculated and the Research Meter fills. The amount this meter fills is based on a number of factors, not the least of which is the Research Bonus Level you're trying to reach—Level 1 is much easier to reach than Level 4. Research Scores are based on the following criteria.

How centered the subject is in the photo.

How close up is the subject in the photo.

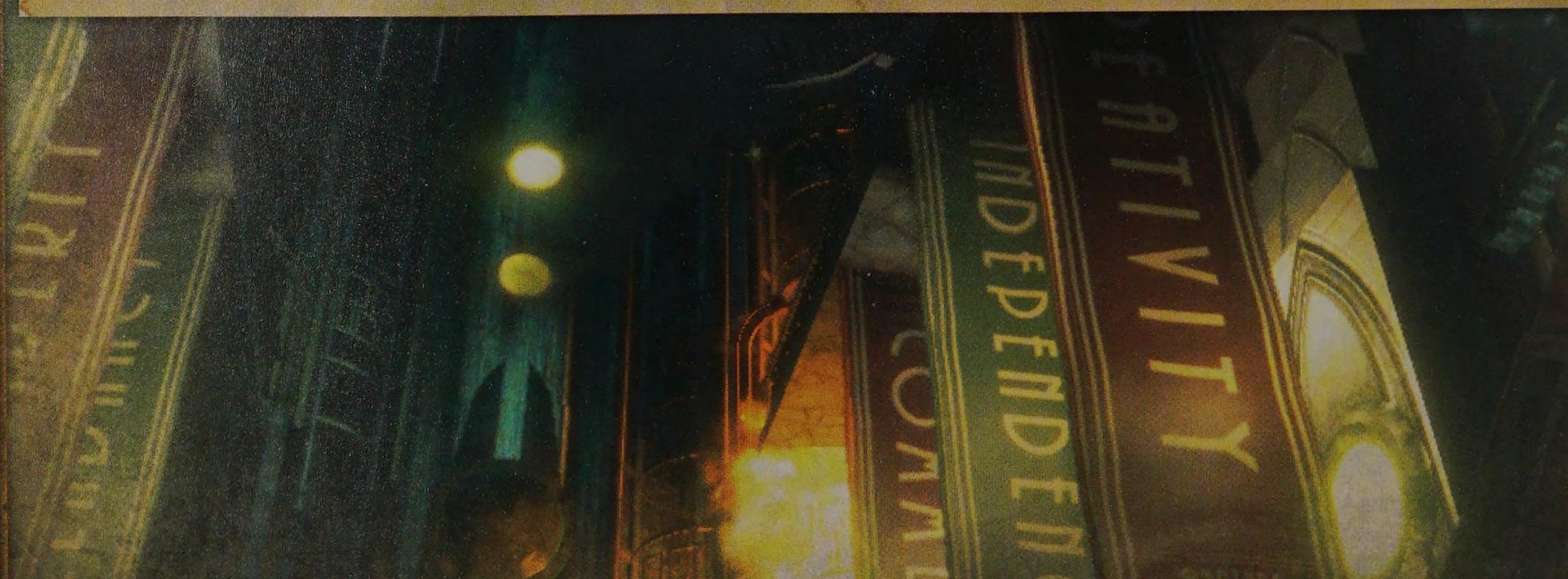
Are there multiple enemies in the photo?

Is the subject in the midst of performing an attack or signature move?

Have you photographed this particular subject already?

Is the subject dead?

Keep On Snapping: You might be hesitant to take repeat photographs of the same exact enemy given the decrease in the Research Score you're given, but if you are to ever unlock all of the Research-based Achievements, this is necessary. Provided you have enough Film to do so, continue snapping pictures over and over until the score is too low for the photo to register. Don't worry, once the Research Score reaches this low mark, the camera won't expend any Film.



VENDING MACHINES

YOU CAN FIND A PRICE LIST FOR THE EL AMMO BANDITO MACHINE IN THE "ARM YOURSELF" CHAPTER. SIMILARLY, THE "EVOLVE TODAY" AND "U-INVENT, WE SHOW YOU HOW" CHAPTERS CONTAIN APPROPRIATE ITEM AND PRICE LISTS FOR THE GATHERER'S GARDEN AND U-INVENT MACHINES, RESPECTIVELY.

Rapture is filled with vending machines, but these aren't the kind you're used to topside. No, you won't find many sodas or cupcakes here. Instead, you'll find what passes for the *bare necessities* in a war-torn secret society—First Aid Kits, Pistol Rounds, Exploding Buckshot, and, well, maybe a few cupcakes too.

CIRCUS OF VALUES

The Circus of Values machine is your one-stop shop for the essentials. Here, you'll find First Aid Kits, EVE Hypos, and most basic and advanced ammunition types, as well as some snacks. The following price list shows the items found in the Circus of Values vending machines in the order that they appear in the game. Not all machines carry the same stock.

Circus of Values Price List

Item	Price	Hacked Price
First Aid Kit	20	16
EVE Hypo	25	20
Chechnya Vodka	3	2
Pistol Rounds x6	25	20
Electric Buck x6	72	54
Armor-Piercing Pistol Rounds x6	60	48
00 Buck x6	54	41

Circus of Values Price List

Item	Price	Hacked Price
Machine Gun Rounds x40	60	45
Potato Chips	3	2
Frag Grenade x3	60	45
Film x15	15	12
Proximity Mine x3	75	57
Automatic Hack Tool	N/A	60

Circus of Values Price List

Item	Price	Hacked Price
Liquid Nitrogen x100	100	75
Napalm x100	75	57
Coffee	5	4
Pep Bar	8	6
Incendiary Bolt x6	80	60
Antipersonnel Auto Rounds	N/A	75
Steel-Tip Bolt x6	30	24

Prioritize Primal Needs: Don't spend a penny on ammunition until you make sure you have at least 7 or 8 First Aid Kits and EVE Hypos. There is plenty of ammunition to be found in the environment and it's highly unlikely that you'll ever run out completely. On the other hand, you need Health to stay alive.

EL AMMO BANDITO!

The El Ammo Bandito machines aren't as common as the Circus of Values machines, but they tend to carry a fantastic supply of basic and advanced ammunition. No, you won't find any Pep Bars or First Aid Kits here, but it is a one stop shop for all your ammunition needs.

Don't Splurge: There s a lot of ammunition to be gained by simply picking up the weapons of fallen foes and by searching containers and corpses. Resist the urge to spend a lot of money on ammo at this vending machine unless you are near the max you can carry (500 dollars).

GATHERER'S GARDEN

Your money is no good here! The Gatherer's Garden machines only accept Adam as payment for the plasmids, tonics, slots, Health, and Eve Upgrades they contain. And you can only get Adam by rescuing or harvesting a Little Sister. These machines aren't as common as the others, but you'll find one in close proximity to most Little Sister encounters so you won't need to go far to spend the Adam you acquire.

Meter Upgrades on Hold?: You may want to resist the urge to spend Adam on Health and EVE Upgrades until you have acquired all of the tonics and plasmid expansion slots. You will gain increases to these meters by researching Little Sisters and, if you're really having a tough time staying alive without upgrades, you may want to consider a lower difficulty setting. Purchase one Health Upgrade early in the game and see how long you can go without needing another one. You should be able to live off of a constant supply of First Aid Kits.

U-INVENT

These machines exist as crafting stations so residents of Rapture can turn common household items like glue and brass tubes into usable items like ammunition and Automatic Hack Tools. U-Invent machines can be hacked to lower the requirements needed to invent an item and there is also a tonic called "Clever Inventor" that can be used to automatically lower the requirements by 1 per component. The true beauty of U-Invent machines is that they make the rare inventible type of ammunition readily available. Each of the projectile-based weapons has a third form of ammunition that is rarely seen in the open environment. Search containers and corpses to find the components needed to make that ammo and build yourself an arsenal the likes Rapture has never seen!

Surplus Inventions: There's no handy indicator to let you know how much of a particular ammo type you have when you're using a U-Invent machine, so it's very easy to create more than you can carry. Although this should be avoided by double-checking your supply before inventing, the excess inventions will simply pile up on the floor outside the machine. If you don't go too far, they might still be there for a refill later on.

POWER TO THE PEOPLE

Power to the People machines are the rarest of all in Rapture, as there are only 12 in existence. They are certainly worth seeking out, however! Power to the People machines offer a one-time, free-of-charge upgrade to the weapon of your choice. Each weapon, excluding the Wrench and Research Camera, can be upgraded twice. These upgrades typically enhance the damage the weapon can inflict, reduce its limitations, or enhance its carrying capacity.

Think Versatility First: While it might be tempting to upgrade the Chemical Thrower or Grenade Launcher right away, it's better to focus on the weapons that you use the most often first. You may want to upgrade the weapons in the order that they are found, starting with the Pistol and ending with the Crossbow.

GENE BANKS

There's a Gene Bank on every corner in Rapture, and for good reason. The only time you can make changes to the selection of plasmids and tonics you have spliced is either when acquiring a new plasmid or tonic, or by visiting a Gene Bank. These machines allow you to swap out any plasmid or tonic with another of the same class. And you're not just limited to one type at a time, here you can make changes to all categories of Adam-infused goodness.

VITA-CHAMBERS

These tall cylinders of pulsing light are where you will be brought back to life should your Health Meter be completely drained. Vita-Chambers are scattered throughout Rapture and, if you die, you'll appear in the nearest one that you have discovered thus far.

SECURITY BOT SHUTDOWN PANELS

These panels can only be accessed when an alarm has been sounded and Security Bots have been called to attack you. Instead of fighting back or finding a hiding place, simply run up to one of these panels and purchase a Bot Shutdown for twenty dollars. The Security Bots will be disabled and fall to the ground, at which time you can hack them to make them work for you.

Go Undercover Instead: Security Bot Shutdown Panels are very helpful up until you acquire the Natural Camouflage tonic. Once you have that tonic spliced, all you'll need to do to evade the Security Bots is to stand perfectly still and not fire any weapons or plasmids. Natural Camouflage turns you invisible and even the high-tech Security Bots can't detect you.

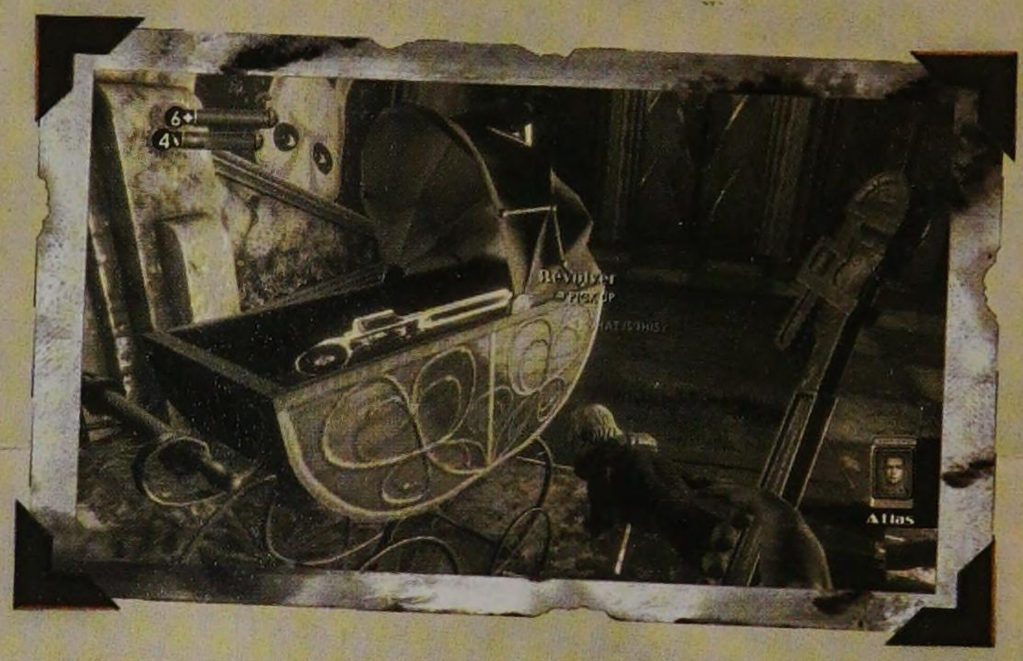
HEALTH STATIONS

Health Stations can be found throughout most of Rapture and are a great source of a quick pick-me-up. Surprisingly, there are actually several things you can do with a Health Station. You needn't simply pony up the dollars for a quick replenishment of your Health Meter. It's also possible to hack the machine. This not only lowers the price for future healings, but it also makes the machine damage any enemy that tries to use it. Another option is to destroy the Health Station and pick up the First Aid Kits that fall out of it. You may wish to choose the latter option.

ARM YOURSELF

The world of *Bioshock* contains eight different weapons, six of which can be used to fire projectiles at enemies, one is a melee weapon, and the other is a camera used to research enemies. Each of these weapons is obtained during your progress through the environment, and the locations of each have been mapped in the "City Directory" portion of this book.

The city of Rapture is filled with enemies that drop weapons and can be collected to replenish your ammo supplies. Additionally, there are many containers that can be looted to gather up an army's worth of ammunition. Lastly, ammunition can be obtained through the many vending machines located in Rapture. Some ammunition can be acquired at the Circus of Values vending machine, but be on the lookout for the El Ammo Bandito vending machines that specialize strictly in ammunition. Additionally, each weapon has a special inventible ammunition type that is very rarely seen outside of U-Invent machines, so be sure to collect the many invention components described in the "U-Invent, We Show You How" chapter to be able to craft these special types of ammunition.

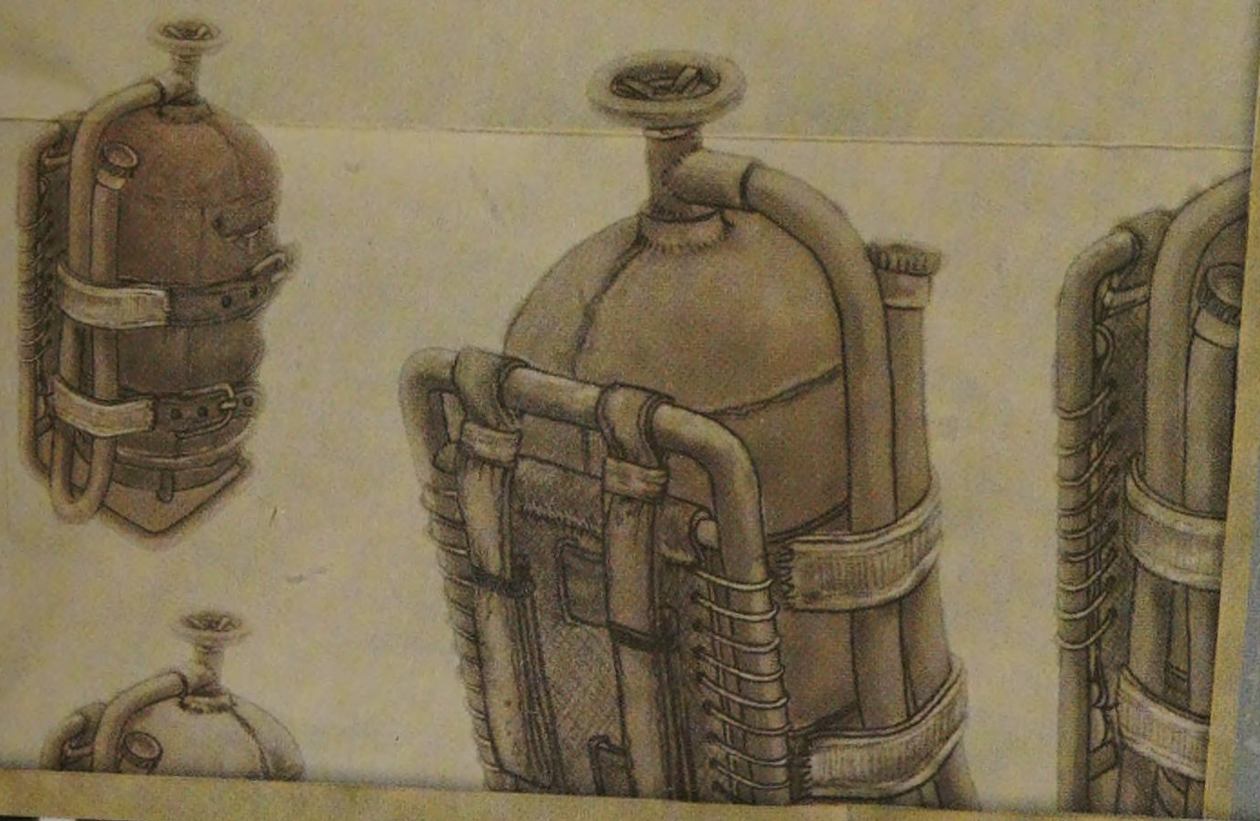


El Ammo Bandito Vending Machine Prices

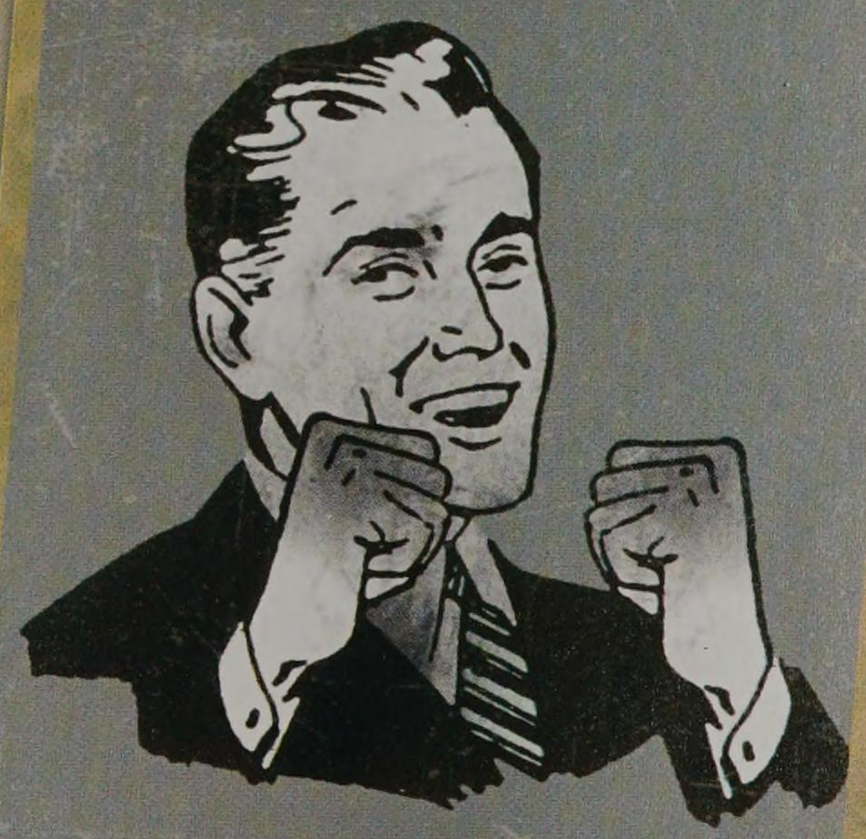
Item	Price	Hacked Price
Pistol Rounds x6	25	19
00 Buck x6	54	41
Machine Gun Rounds x40	60	45
Armor-Piercing Pistol Rounds x6	60	30
Antipersonnel Auto Rounds x40	100	50
Electric Buck x6	72	36
Frag Grenade x3	60	45
Napalm x100	75	57
Proximity Mine x3	75	38
Steel Tip Bolt x6	30	23
Incendiary Bolt x6	80	40

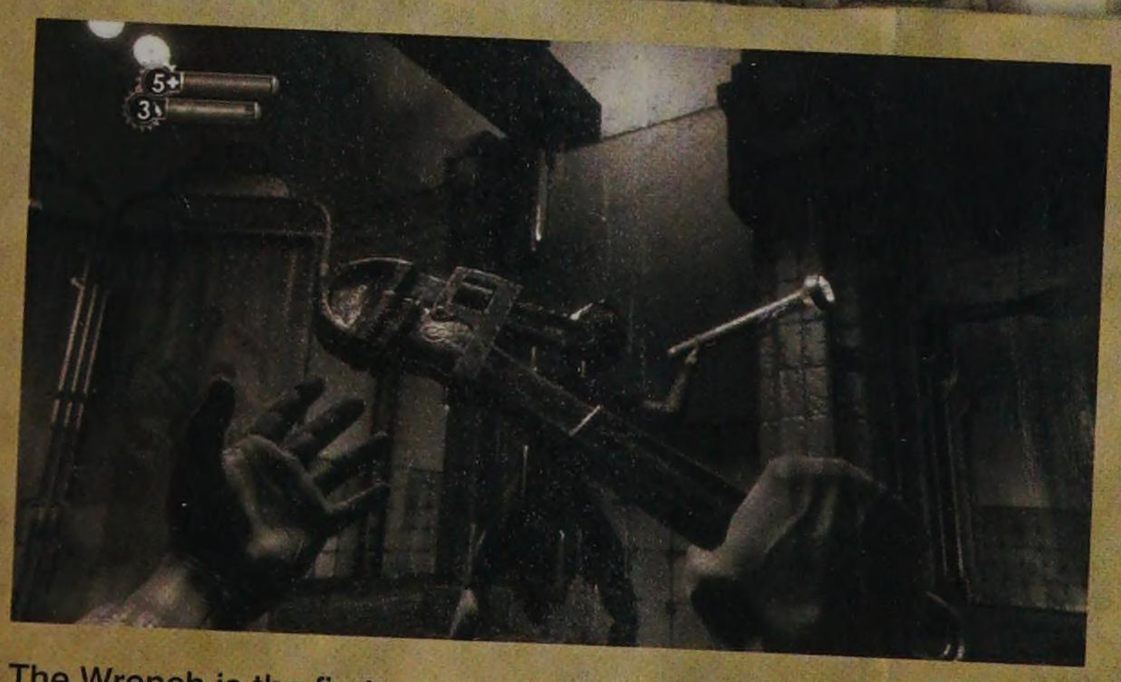
WEAPONS GUIDE

The following weapons are listed in the order in which you find them. Each of the weapons (with the exception of the Wrench and Research Camera) can be upgraded at the 12 Power to the People machines located throughout Rapture. These machines are hard to find and can only be used once, so choose your upgrades wisely.

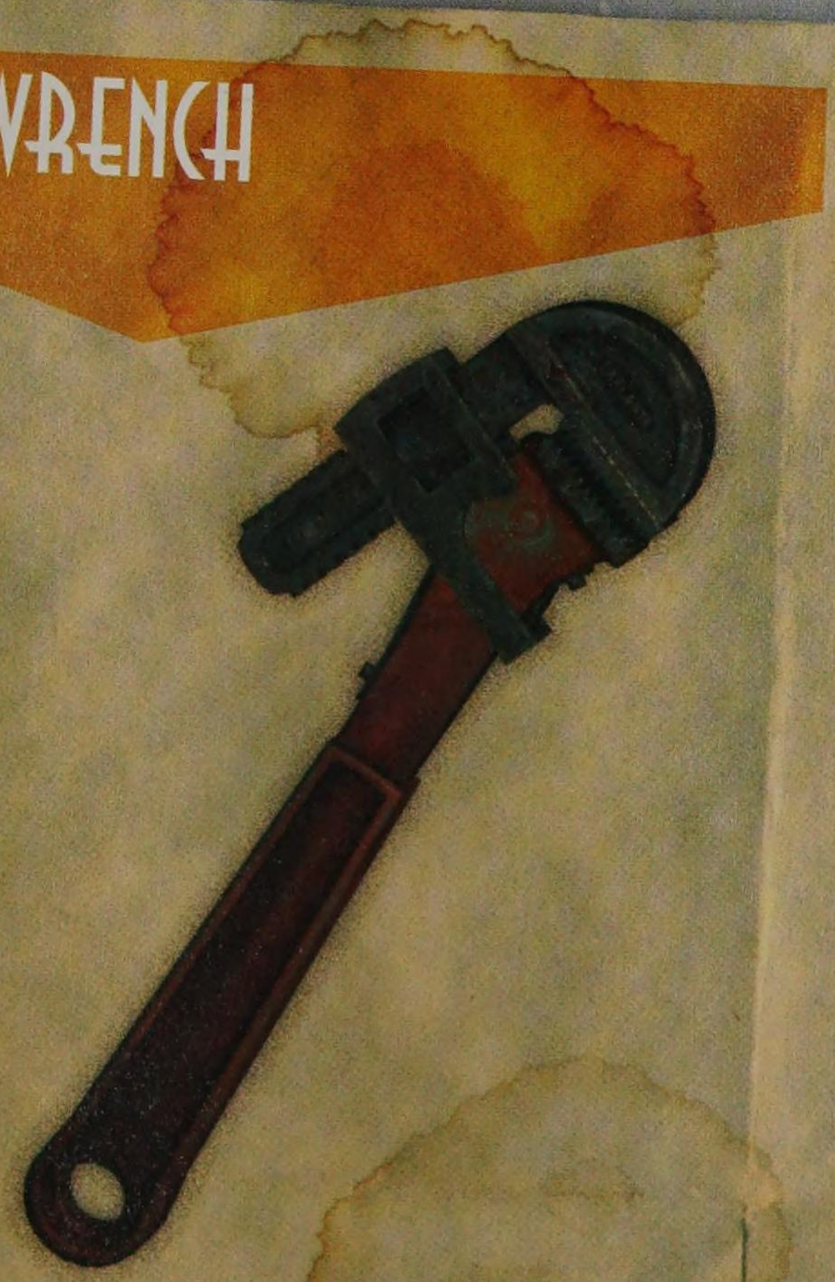


YOUR RAPTURE GUIDE TO FISTICUFFS



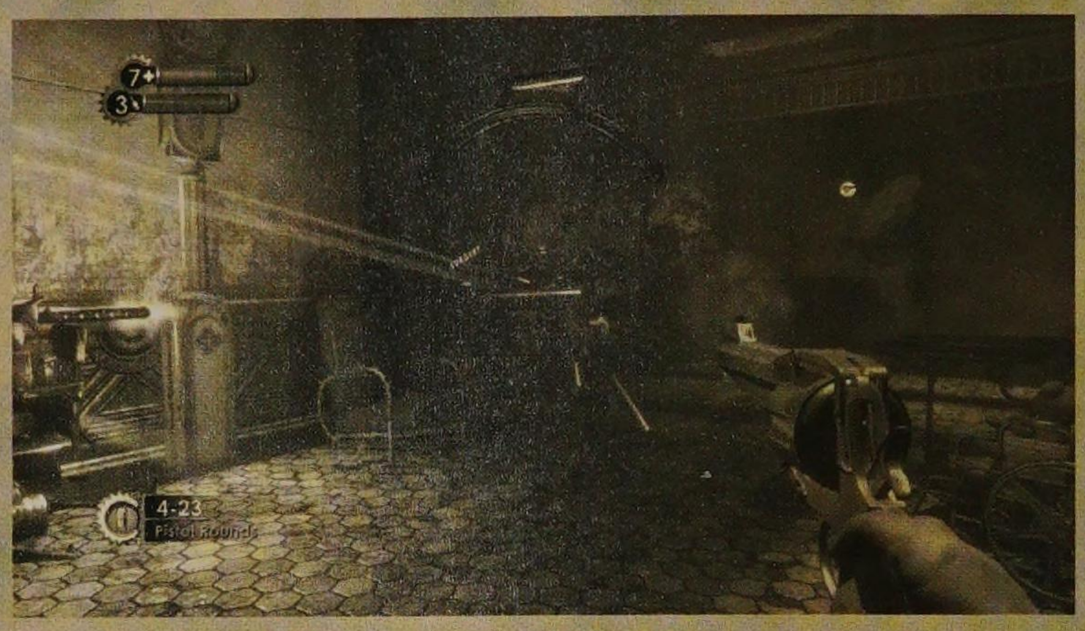


WRENCH



The Wrench is the first weapon you acquire in Rapture and can be used to deal small amounts of bludgeoning damage (bonus damage if the target is stunned with electricity), break through some barriers, and also smash the occasional lock. Although there are tonics that can be spliced into your system to improve the effectiveness with the Wrench, it is likely to become a weapon of last resort as you make your way through Rapture. Skilled players who try to employ a more stealth-based approach are likely to get more use out of the Wrench.

Rapture Times EXTRA! EXTRA!
AY. MARCH 15 PRICE 5 CENTS



PISTOL

The Pistol is the lone handgun in *Bioshock* and relies on .38 caliber rounds which, although adequate for lesser enemies, may not inflict enough damage against tougher foes. Headshots are indeed an effective means of dispatching enemies, especially stunned ones, and the three ammo types give the Pistol added usability later on in the game. That said, the Pistol's initial carrying capacity of just 6 rounds requires frequent reloading, which does pose a problem in heated firefights.

AMMUNITION

Base Ammo: .38 caliber rounds that inflict moderate piercing damage. Best used against Thuggish and Leadhead Splicers.

Advanced Ammo: .38 caliber armor-piercing that inflict moderate armor-piercing damage. Best used against Security Bots, Security Turrets, and Big Daddies.

Inventible Ammo: .38 caliber antipersonnel rounds that inflict moderate amount of antipersonnel damage. Best used against Nitro Splicers, Houdini Splicers, and Spider Splicers.

Pistol Ammo Capacity

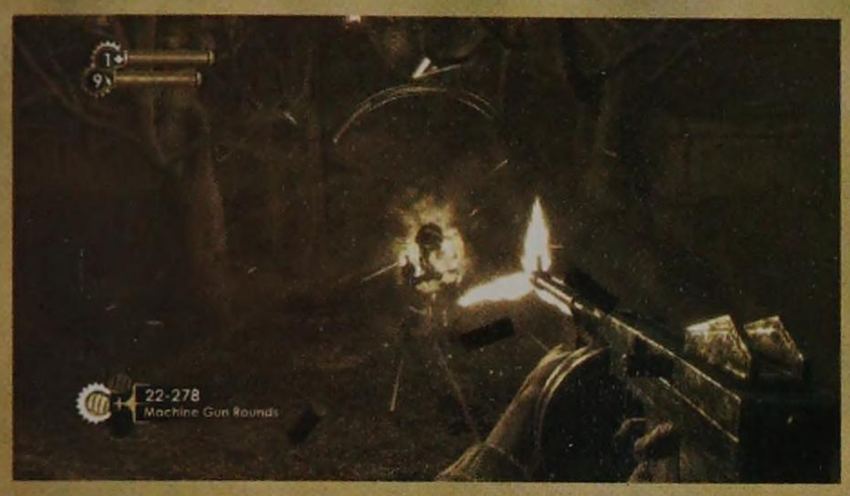
Ammo Type	Carry Capacity	Load Capacity
Pistol Rounds	48	6 (24 with upgrade)
Armor-Piercing	24	6 (24 with upgrade)
Antipersonnel	24	6 (24 with upgrade)

WEAPON UPGRADES

Pistol Clip Size: An auto-loading clip effectively quadruples the clip size of the Pistol. This upgrade makes it possible to load 24 rounds of ammunition at once instead of just 6.

Pistol Damage Increase: An ammunition accelerator increases the damage done by the Pistol. More damage per round means you go through bullets slower and have to reload less frequently.

MACHINE GUN



The Machine Gun fires a rapid spray of bullets that are very useful for situations involving lots of enemies at close to medium range. The Machine Gun does suffer from extensive recoil, so you may want to fire it in short bursts to keep the recoil under control and to avoid wasting large sums of ammunition. The Machine Gun, as you might expect, features the fastest rate of fire and can cut through opponents very quickly in the hands of a skilled gunner. You can load a magazine of 40 Auto Rounds into the Machine Gun at once.

AMMUNITION

Base Ammo: Auto Rounds that do a small amount of piercing damage. The base ammo is useful against Thuggish Splicers, Leadhead Splicers, and Nitro Splicers.

Advanced Ammo: Antipersonnel Auto Rounds that do a small amount of antipersonnel damage. This ammo type is best saved for use against Houdini Splicers and Spider Splicers.

Inventible Ammo: Armor-Piercing Auto Rounds that do a small amount of armor-piercing damage. This ammunition type is extremely effective against Big Daddies.

Machine Gun Ammo Capacity

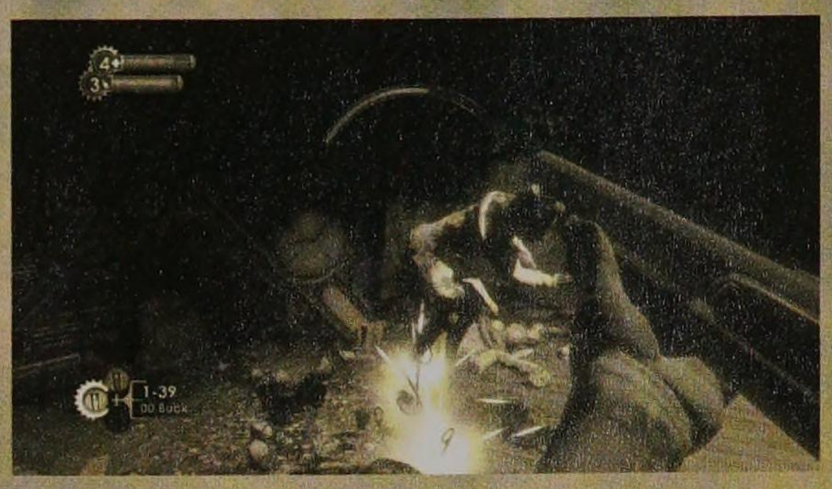
Ammo Type	Carry Capacity	Load Capacity
Auto Rounds	360	40
Antipersonnel	180	40
Armor-Piercing	180	40

WEAPON UPGRADES

Machine Gun Damage Increase: An acceleration framework increases the damage of the Machine Gun. Increasing the damage each bullet does makes it possible to conserve ammunition and have to reload less often.

Machine Gun Kickback Reduction: A stabilization cylinder reduces the kickback of the Machine Gun. Once this upgrade has been installed, you'll be able to control the weapon better, which means you can hold the trigger for longer periods without firing astray.

Rapture Times EXTRA! EXTRA!
AY, MARCH



SHOTGUN

The Shotgun is a very powerful weapon and most effective at short range. It fires a wide burst of pellets (Buck), which means the user need not aim with as much precision in order to score a hit. The Shotgun is not without its limitations, however. For starters, the Shotgun can only be loaded with 4 shells at once and has a slow firing rate. It also takes quite a bit of time to reload the Shotgun, since each shell must be inserted individually. That said, the Shotgun is the undisputed weapon for close-quarters combat, especially for times when you suspect enemies to leap out from around corners at any second. Pair it with Winter Blast to freeze a Splicer, then shoot it into a thousand pieces with one squeeze of the trigger!

AMMUNITION

Base Ammo: 00 Buck that does a moderate amount of piercing damage. This ammunition can deliver significant damage to all types of Splicers.

Advanced Ammo: Electric Buck that does a moderate amount of electrical damage. In addition to causing damage, the Electric Buck also shocks the enemy temporarily. This is excellent for use against mechanical devices such as Security Bots and Turrets. Can also be used with some success against Big Daddies.

Inventible Ammo: Exploding Buck that does a large amount of combined piercing and heat damage. This is arguably the most lethal ammunition in all of Rapture and should be reserved for boss battles and Big Daddy encounters.

Shotgun Ammo Capacity

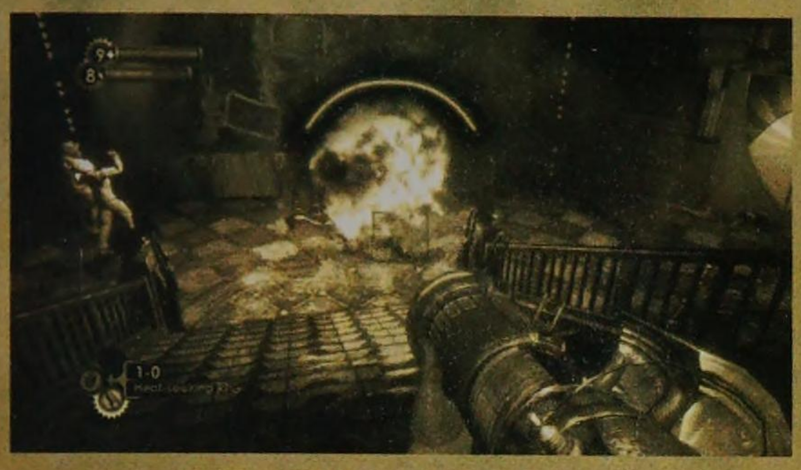
Ammo Type	Carry Capacity	Load Capacity
00 Buck	48	4
Electric Buck	24	4
Exploding Buck	24	4

WEAPON UPGRADES

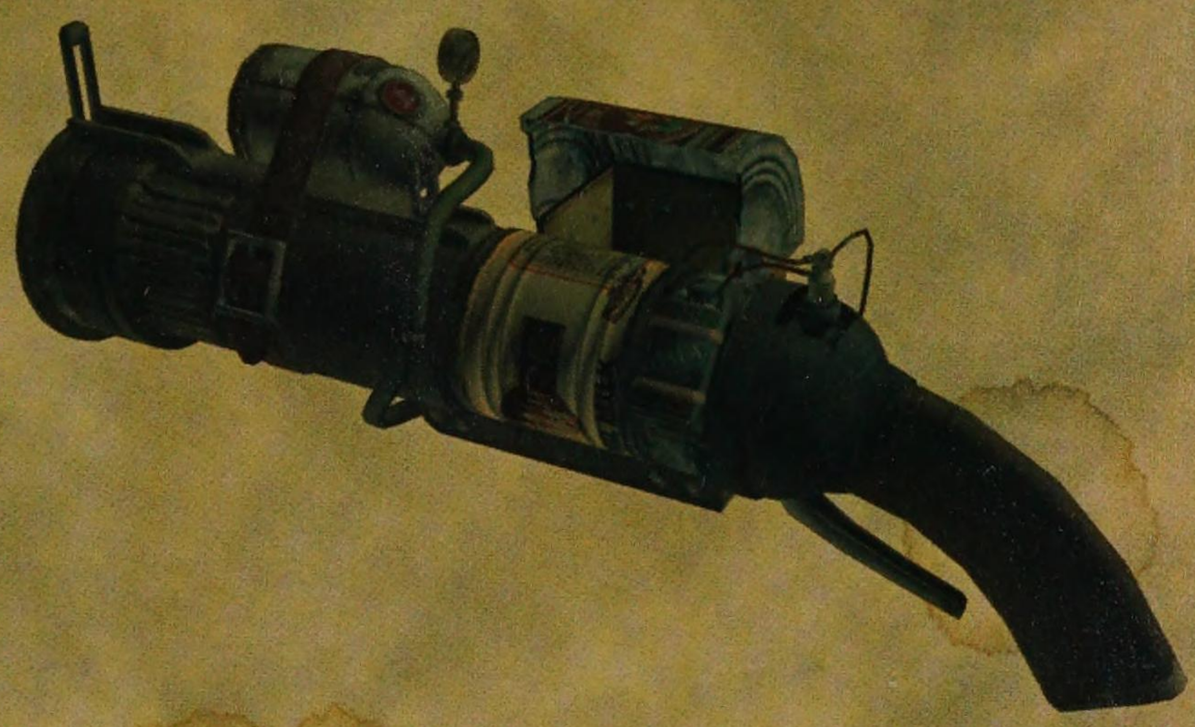
Shotgun Rate of Fire: A steel gear accelerator increases the Shotgun's rate of fire. This is one of the most beneficial weapon upgrades in the game and really helps make the Shotgun a more viable option in many situations.

Shotgun Damage Increase: A gas-assisted firing mechanism increases the Shotgun's damage. This upgrade makes the base 00 Buck ammunition more effective against all enemies, but you'll notice the biggest difference against Nitro Splicers and Spider Splicers.

GRENADE LAUNCHER



What the Grenade Launcher lacks in carrying capacity, firing rate, reload times, and range, it more than makes up for in ammunition variety and sheer firepower! The Grenade Launcher can be used to clear a room of Splicers, lay traps for Big Daddies, or even fire homing rockets at distant bosses or other tough foes. Since ammunition is relatively scarce, this is a specialty weapon that should only be used sparingly.



AMMUNITION

Base Ammo: Fragmentation Grenades that deliver large amounts of piercing damage in a radius. Fire a Frag Grenade into a cluster of enemies to score numerous kills or in the vicinity of a much larger foe to deliver significant splash damage.

Advanced Ammo: Proximity Mine that does a large amount of piercing damage in a radius when triggered. The Proximity Mine detonates when an enemy (not triggered by you) enters the red ring surrounding the charge. Extremely useful against Big Daddies!

Inventible Ammo: Heat-Seeking Rocket-Propelled Grenade is a guided rocket that does a large amount of heat damage in a small radius. This is an extremely potent ammunition type for battles against Big Daddies. Don't waste this ammo on lesser enemies.

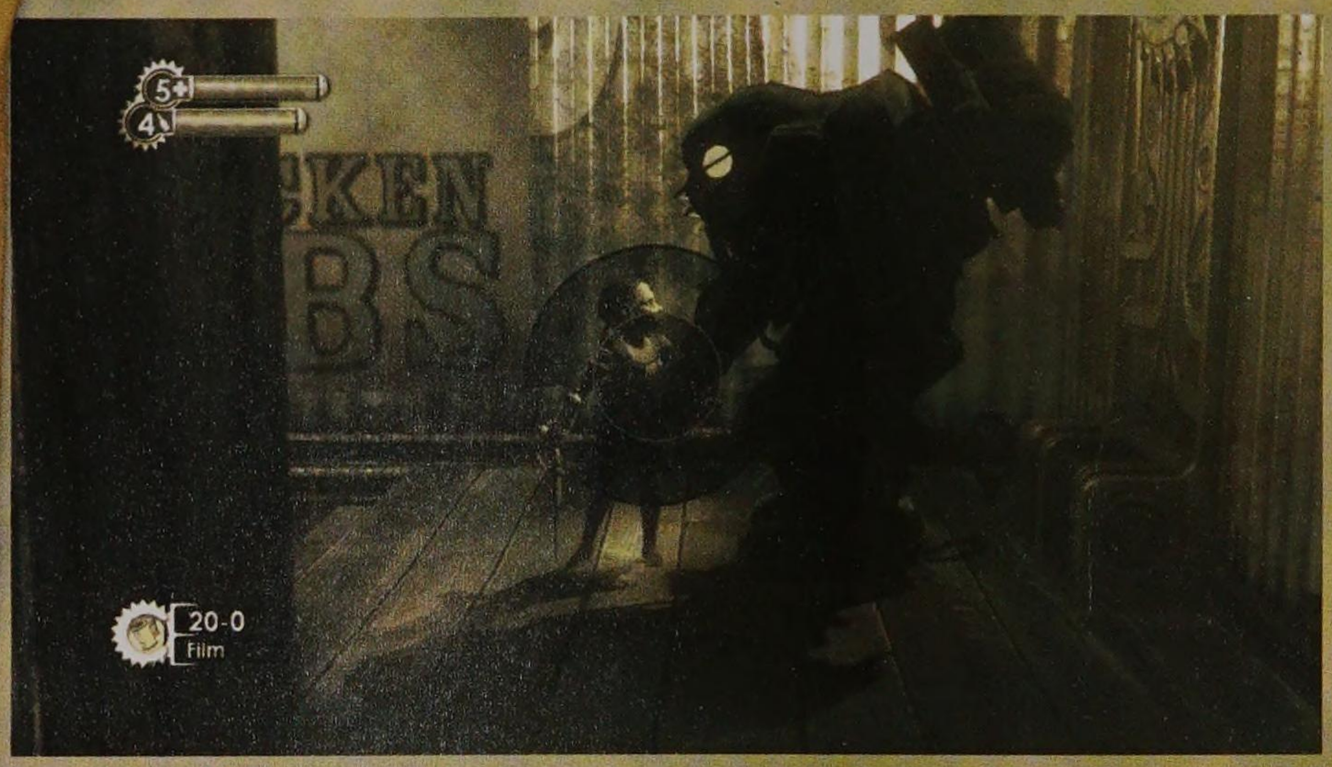
Grenade Launcher Ammo Capacity

Ammo Type	Carry Capacity	Load Capacity
Frag Grenade	12	6
Proximity Mine	6	6
Heat-Seeking RPG	6	6

WEAPON UPGRADES

Grenade Launcher Damage Increase: Incendiary injectors increase the damage of the Grenade Launcher. This upgrade increases the damage inflicted by all three types of grenade ammunition.

Grenade Launcher Damage Immunity: Autogenerated shaped charges make you immune to the damage from your own grenades. This is an excellent upgrade to acquire as it makes it possible to detonate grenades at close range without injuring yourself.



RESEARCH CAMERA

The Research Camera may not inflict direct damage to an enemy, but it is a very important weapon nonetheless. Use the Research Camera to capture photos of all types of enemies and security devices to reach each of their five different research bonus levels. Many of these bonuses include free tonics and increased damage susceptibility. Each photo you take is scored based on how centered the subject is in the picture, whether it is an action shot, and also whether or not there are multiple enemies in the photo. Scores are penalized for taking photos of dead subjects and for repeat photos of the same enemy. Note that you can only take research photos of hostile beings. This means that you cannot take photos of Turrets, Security Bots, or Security Cameras that you have hacked.

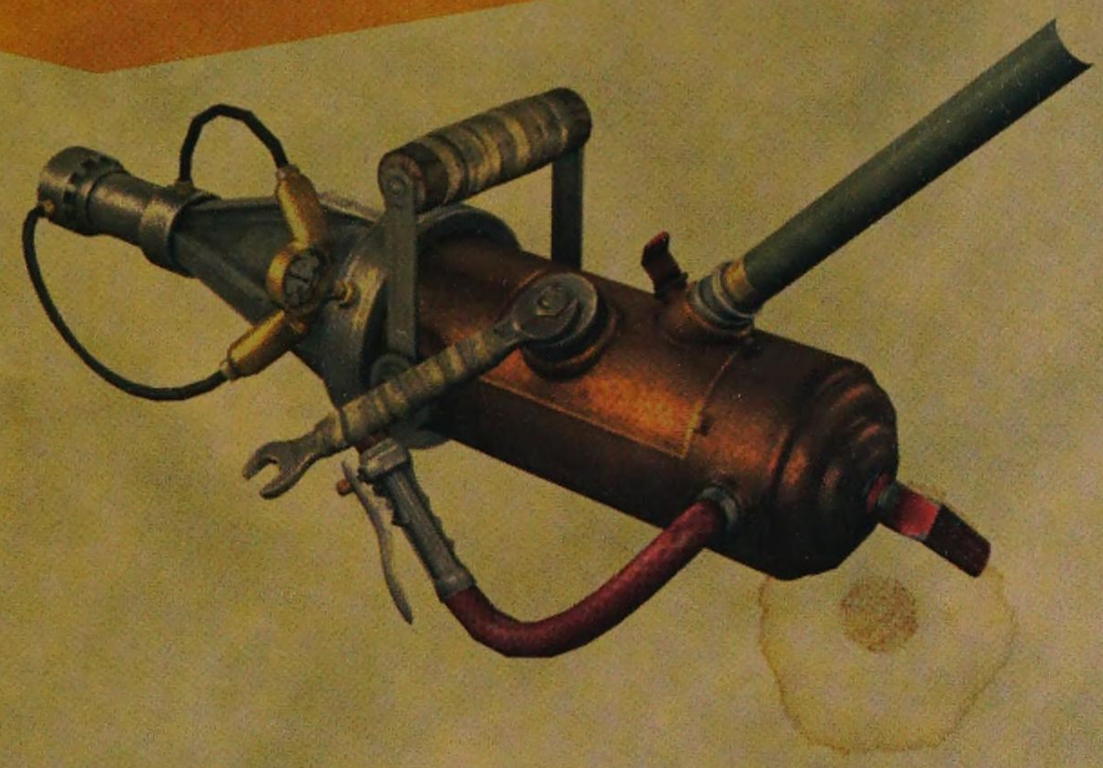
AMMUNITION

Film: The Research Camera can store a wealth of Film for use in capturing research photos. Film works much the same way as ammunition for other weapons, only it doesn't inflict damage.

Camera Ammo Capacity

Ammo Type	Carry Capacity	Load Capacity
Film	100	100

CHEMICAL THROWER



The Chemical Thrower is the most unique of the weapons encountered in Rapture. This large tank-like weapon can be used with a variety of chemical agents that can burn, freeze, or electrocute enemies. The Chemical Thrower fires a nonstop stream of chemicals at short range and is therefore perfect for those times when you find yourself complete out-numbered. It can also function as a pseudo-replacement of plasmids if you run out of EVE. While very powerful, the Chemical Thrower is not without its drawbacks. This weapon only fires at a short range and features a very slow reload time, so you had better come equipped.

AMMUNITION

Base Ammo: Napalm deals a moderate amount of heat damage and includes a chance of setting an opponent on fire. This is a tremendously useful ammunition type for dealing with large groups of enemies, especially when combined with the Human Inferno tonic.

Advanced Ammo: Liquid Nitrogen delivers a moderate amount of cold damage and carries a chance of freezing an opponent. This is useful for situations when you need to make a quick getaway and need to buy yourself some time. It is even more potent when combined with the Frozen Field tonic.

Inventible Ammo: Electric Gel inflicts a moderate amount of electrical damage and may also shock the opponent. This ammunition is effective against Big Daddies and other metallic or armor-plated enemies. It is best used in conjunction with the Electric Flesh tonic.

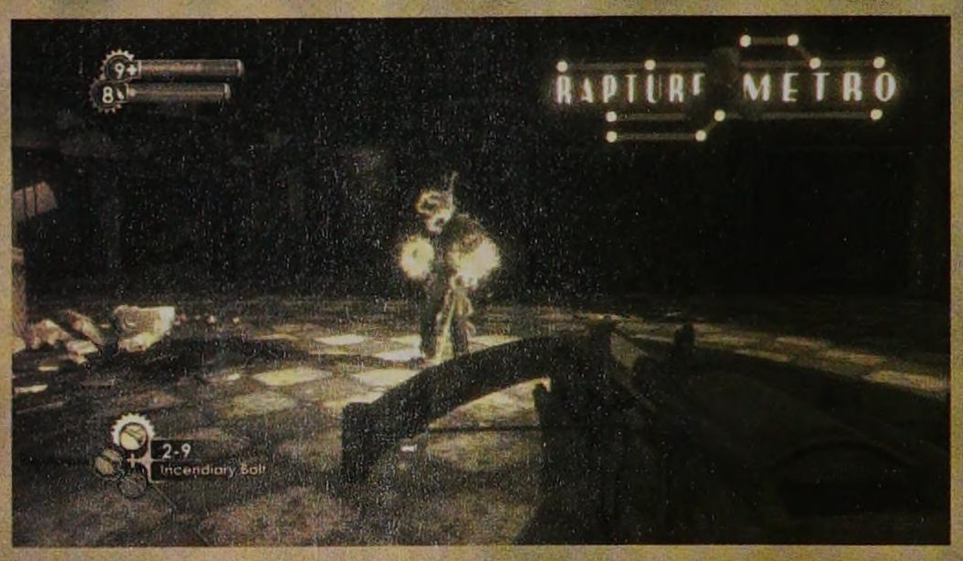
Chemical Thrower Ammo Capacity

Ammo Type	Carry Capacity	Load Capacity
Napalm	400	100
Liquid Nitrogen	200	100
Electric Gel	200	100

WEAPON UPGRADES

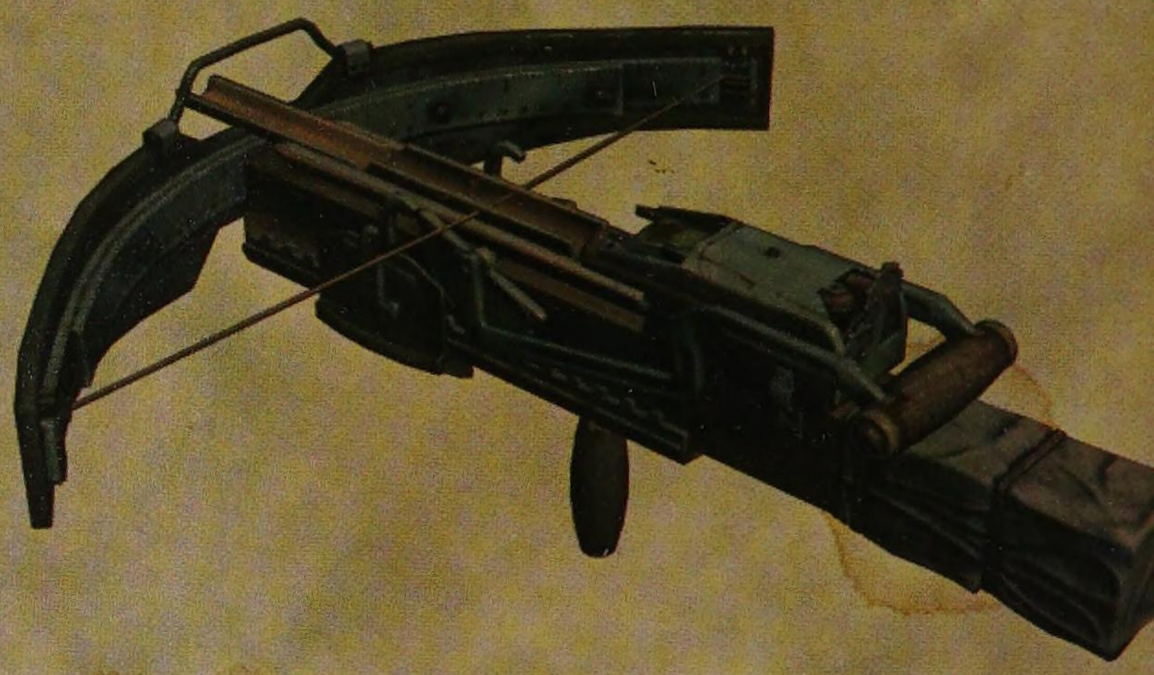
Chemical Thrower Consumption Rate: A tapered nozzle reduces the ammunition consumption rate of the Chemical Thrower. Given the slow reload speed of the Chemical Thrower and relative scarcity of ammunition compared to other weapons, this is a very good upgrade to acquire.

Chemical Thrower Range: A pressure-calibration hose increases the range of the Chemical Thrower. This upgrade makes the Chemical Thrower all the more useful, since you don't have to get too close to your victims!



Those looking to employ a bit of stealth and deception in the way they handle the Splicers should enjoy the Crossbow. This weapon may only fire one bolt at a time, but it is extremely lethal when aimed properly. A headshot will all but kill even the toughest of Splicers! The ability to zoom in and aim with pinpoint precision makes it entirely possible to eliminate far off enemies before they know what hit them. The Crossbow is a bit of a specialty weapon, however, and features a very slow rate of fire and equally long reload time. That said, it's very fun to use and, once upgraded, can even be used successfully when shot from the hip.

CROSSBOW



AMMUNITION

Base Ammo: The standard ammo is a Steel-Tip Bolt that delivers large amount of piercing damage. These bolts can often be reclaimed from corpses which means you can make a small quantity last much longer than you would otherwise.

Advanced Ammo: Incendiary Bolts deliver large amounts of heat damage and often ignite the target on fire. This ammunition type makes it possible to ignite distant enemies too far to be reached by Incinerate or the Chemical Thrower.

Inventible Ammo: Trap Bolts create an electric wire that delivers a large dose of electric damage to anyone who trips th wire. Fire the Trap Bolt at a wall then move away as the Trap Bolt fires another anchoring point back at the Crossbow.

Crossbow Ammo Capacity

Ammo Type	Carry Capacity	Load Capacity
Steel-Tip Bolt	48	5
Incendiary Bolt	24	5
Trap Bolt	24	5

WEAPON UPGRADES

Crossbow Breakage Chance: An automatic tension adjuster greatly reduces the chance of bolts breaking on impact. This upgrade makes it much more likely that the Steel-Tip Bolts you fire will be retrievable.

Crossbow Damage Increase: A high-tensile bow increases the damage done by crossbow bolts. With this upgrade installed, the Crossbow becomes so powerful that you can take down most any Splicer with a single shot to the torso!

MG

FLAME

GRENADE

Residents of Rapture

Life Underwater

Arm Yourself

Evolve Today

U-Invent, V Show You

City Directory

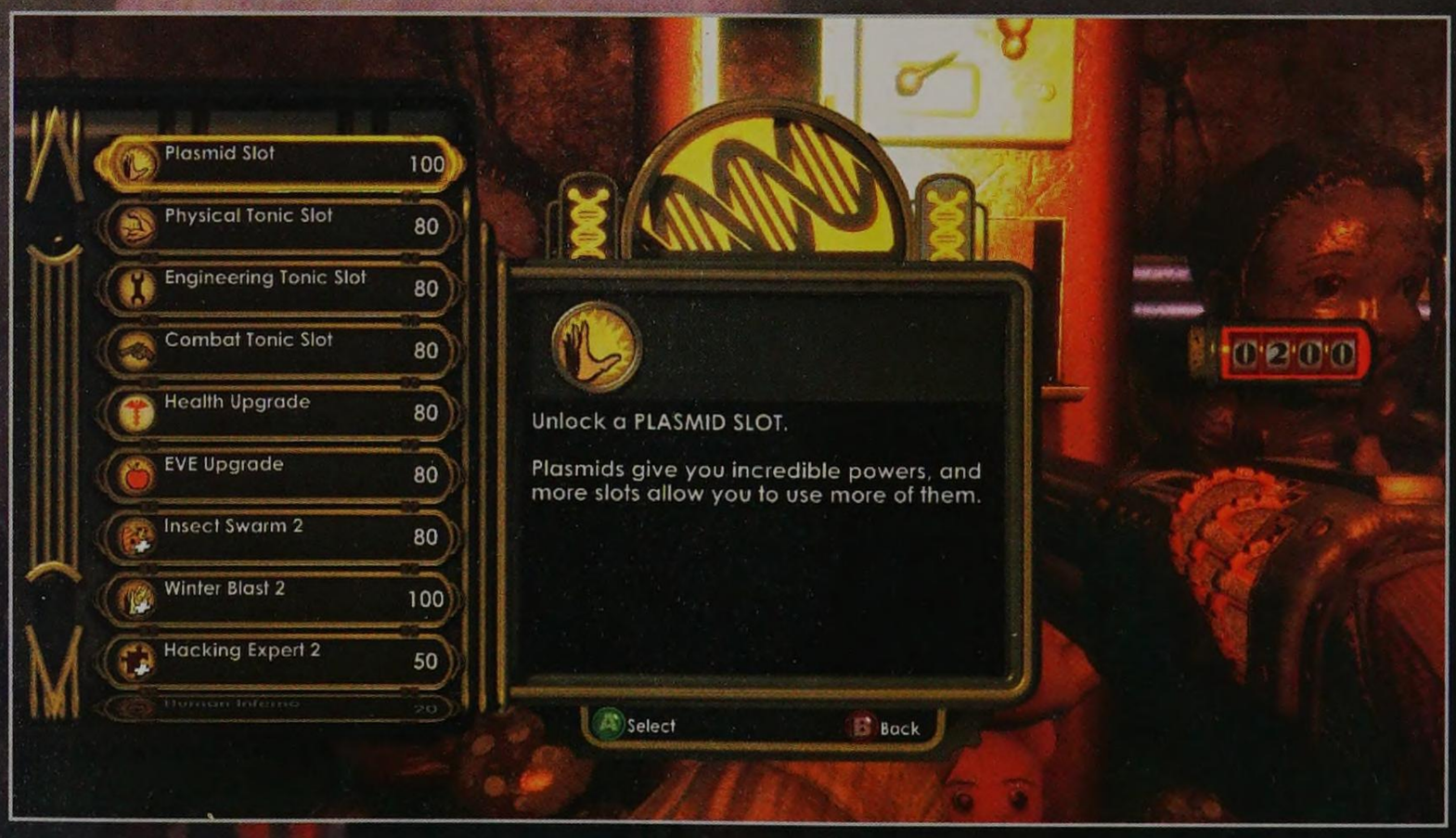
EVOLVE TODAY!!

This chapter contains all you need to know about the gene-altering effects of plasmids and tonics. The powe of Adam has been used to create numerous upgrades the human body—splice any of these plasmids or toni into your system for an immediate improvement over y normal self.

Gatherer's garden

GENETIC MODIFICATIONS

Gatherer's Garden vending machines are where you need to go once you get your hands on Adam. These machines carry all sorts of plasmids, tonics, health and EVE upgrades, and even extra plasmid and tonic slots. These machines are scattered throughout all of Rapture and are easily identified by the plastic statues of the Little Sisters (aka Gatherers) next to them. Speaking of Little Sisters, the only way you're going to gain any Adam to spend at the Gatherer's Garden machine is by seeking out the Little Sisters, killing the Big Daddy assigned to protect them, and either harvesting or rescuing them. Little Sisters control the flow of Adam in today's Rapture and they are the only link to its power.



The following table contains all of the items you can purchase at a Gatherer's Garden machine (in the order they become available) during your trip through Rapture. It is important to note that there are many more plasmids and tonics that can be obtained through other means.

Prices Are Firm!

Sorry would-be hackers, but Gatherer's Garden machines cannot be hacked. The prices you see in this table are the prices you'll pay in Rapture.

RYAN INDUSTRIES 1959 PRODUCT INVENTORY LIST

Gatherer's Garden Master Item List

Plasmid/Tonic	Cost (Adam)	Type	Description
Enrage!	60	Plasmid	Enrages target, causing it to attack someone other than you.
Armored Shell	20	Combat Tonic	Reduces all physical damage.
EVE Link	20	Physical Tonic	First Aid Kits also give you EVE.
Health Upgrade	80	Upgrade	Increase your maximum health.
EVE Upgrade	80	Upgrade	Increase your maximum EVE.
Plasmid Slot	100	Slot	Unlock a plasmid slot.
Target Dummy	60	Plasmid	Creates a decoy that draws attacks away from you.
Winter Blast	60	Plasmid	Freeze your foes in place. Shatter them into a thousand pieces! What's not to like?
Extra Nutrition	20	Physical Tonic	You gain a little extra health from snacks and bandages.
Speedy Hacker	20	Engineering Tonic	Reduces flow speed when hacking.
Physical Tonic Slot	80	Slot	Unlock a Physical Tonic slot.
Engineering Tonic Slot	80	Slot	Unlock an Engineering Tonic slot.
Combat Tonic Slot	80	Slot	Unlock a Combat Tonic slot.
Electro Bolt 2	120	Plasmid	Electrical Bolt that stuns for longer.
Cyclone Trap	60	Plasmid	Launches Splicers into the air-and hurts them badly on the way down.
Human Inferno	20	Combat Tonic	You take less damage from fire and inflict more damage when you use fire.
Shorten Alarms	20	Engineering Tonic	Reduces duration of camera alarms.
Insect Swarm	60	Plasmid	Releases a swarm of stinging insects that attack multiple enemies.
Insect Swarm 2	80	Plasmid	A more dangerous insect swarm.
Winter Blast 2	100	Plasmid	Freezes for longer. Gives more time to shatter the frozen enemy.
Incinerate 2	80	Plasmid	Sets objects and creatures on fire. Repeated use increases heat. Extra hot!
Hacking Expert 2	50	Engineering Tonic	2 fewer alarm tiles and 2 fewer overload tiles when hacking.
Cyclone Trap 2	80	Plasmid	Launches Splicers higher into the air when they walk over the swirling vortex.
Electro Bolt 3	150	Plasmid	The ultimate in electrical attacks. Stuns longer than any other.
Frozen Field	20	Combat Tonic	You take less damage from cold and can freeze enemies when you hit them with the wrench.
Wrench Lurker 2	50	Combat Tonic	Quiets your footsteps, and greatly increases damage from melee attacks on unaware opponents.
Winter Blast 3	150	Plasmid	The ultimate freezing attacks. Lasts longer than any other.
Insect Swarm 3	120	Plasmid	The most dangerous insect swarm of all.
Incinerate 3	150	Plasmid	The hottest incinerate of all. Repeated use increases heat.
Speedy Hacker 2	50	Engineering Tonic	Greatly reduces flow speed when hacking.
Human Inferno 2	50	Combat Tonic	Take much less damage from fire and inflict a lot more damage when using fire.

PLASMIDS

Skilled collection and use of the many plasmids that exist in Rapture is paramount to your survival. While there is no denying the awesome firepower that is available for the experienced triggerman, guns alone won't bring success in Rapture. No, victory here requires a two-pronged, err, two *handed* attack! In addition to using your right-hand for conventional weaponry, you will come to rely heavily on your left hand as well—the hand you'll cast your plasmid attacks from. Plasmids give you the ability to launch incredibly powerful attacks from your fingertips by converting the EVE you inject into your system to a mighty fireball or, perhaps, a hypnotic spell.

Plasmids are genetic alterations that not only consume EVE with each use, but require active participation on your part, unlike the gene tonics described later in this chapter. Although you will eventually be able to splice up to six plasmids at a time, only one is ever active at a time. Use the Plasmid Button to quickly put away your weapon and raise your character's left hand. Switch to the plasmid you desire and press the Plasmid Button again to fire it. Plasmid use does consume EVE, so make sure to keep a supply of EVE Hypos on hand and reload with them just as if they were ammunition for a gun.

OUR FIVE FAVORITE PLASMIDS

Electro Bolt | Enrage | Incinerate | Telekinesis | Winter Blast

CYCLONE TRAP

This plasmid allows you to set a trap for enemies as they run towards you—perfect for doorways and other narrow openings where they have to funnel in. Cyclone Trap is a mighty vortex of wind that sends Splicers high into the air, often slamming them against the ceiling. Enemies not only become briefly disoriented, but they also suffer damage when they hit the ground on the way down. This is a good plasmid to use when dealing with large numbers of enemies. Throw down a Cyclone Trap, watch your enemies get catapulted into the air, and unload on the staggering beasts with the Shotgun or Chemical Thrower once they hit the floor!

CYCLONE TRAP

Location: Available at a Gatherer's Garden vending machine, starting in Arcadia.

Effect: Throws enemies into the air with moderate force when they walk into the swirling vortex you place.

Teach your enemies a lesson they'll never forget with Cyclone Trap from Ryan Industries. (Ryan Industries is not liable for damage done to ceiling fans, chandeliers, or other ceiling fixtures.)

CYCLONE TRAP 2

Location: Available at a Gatherer's Garden vending machine, starting in Arcadia.

Effect: Throws enemies into the air with powerful force when they walk into the swirling vortex you place.

Cyclone Trap 2 sends your enemies even higher—because Ryan Industries never stops improving. (Ryan Industries is not liable for damage done to ceiling fans, chandeliers, or other ceiling fixtures.)

ELECTRO BOLT

Electro Bolt gives you the ability to launch a blast of electricity from your hand that can be used to incapacitate enemies, both flesh-based and mechanical. One potent strategy for use against Splicers (and enemies with little health left) is to stun them with Electro Bolt, then rush forward and deliver a fatal blow with the Wrench. This tactic is an excellent way to conserve ammunition. Similarly, you can use Electro Bolt to temporarily stun a Turret, Security Bot, or Camera and make it susceptible to hacking. As is the case with oil slicks and the Incinerate plasmid, Electro Bolt can be shot into a pool of water to electrocute enemies wading nearby. Lastly, Electro Bolt can be used to surge short-circuiting control panels to open doors or other apparatus that may be on the fritz.

ELECTRO-BOLT

Location: Near the disabled Gatherer's Garden machine on the second floor of the Lounge.

Effect: Bolt of electricity shocks a target for a short duration.

Don't be a dolt—use Electro Bolt!

ELECTRO-BOLT 2

Location: Available at a Gatherer's Garden vending machine, starting in the Arcadia area.

Effect: Bolt of electricity shocks a target for a moderate duration.

Electro Bolt letting you down? Try the new and improved Electro Bolt 2.

ELECTRO-BOLT 3

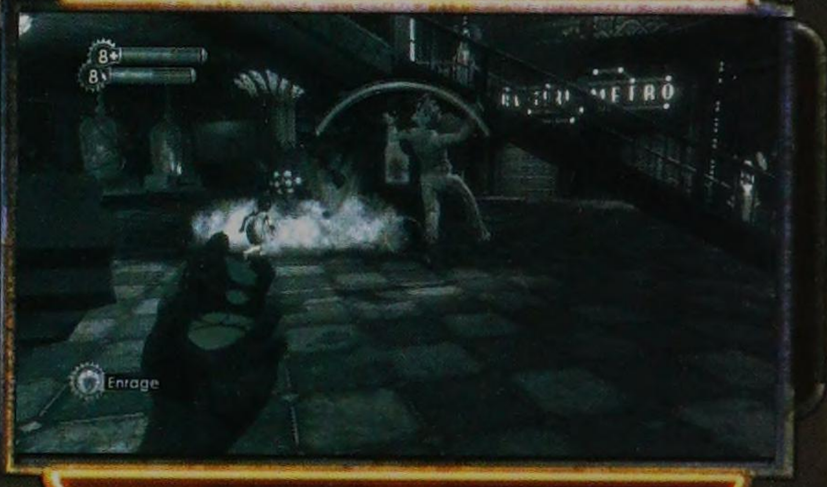
Location: Available at a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Bolt of electricity shocks a target for a long duration.

Almost no one can resist the stunning effects of Electro Bolt 3!

ENRAGE

Enrage is an excellent plasmid to use in any situation involving more than one other enemy, but it really shines when you're doing battle against a Big Daddy. Target a nearby Splicer with Enrage, stand back, and watch as it charges head-first into battle for you. Sure, the Big Daddy will make quick work of most Splicers, but every little bit of extra damage the Enraged Splicer can inflict before being destroyed only makes it that much easier for you! And not only that, but it also distracts the Big Daddy from you, thereby allowing you to take photographs or even fire off some cheap shots from a safe distance.



ENRAGE

Location: Available at a Gatherer's Garden vending machine, starting in the Medical Pavilion area.

Effect: Enrages target, causing it to attack nearby creatures. Don't use if you are the only other living thing nearby.

Developed for use in today's uncertain environment, Enrage will make your victim forget what side he's on, and attack anyone nearby. Just make sure 'anyone' isn't you!

HYPNOTIZE BIG DADDY

Not every Big Daddy you encounter is in the midst of chaperoning a Little Sister on a gathering mission. There are many more Big Daddies wandering the halls of Rapture than there are Little Sisters, and this plasmid gives you the chance to have them protect you as if their life depends on it. Hit them with this plasmid to make them seek and destroy any Splicer, Turret, or Security Bot that dares try to harm you. Just beware that once the effects wear off, the Big Daddy may become confused and attack you.

HYPNOTIZE BIG DADDY

Location: Rescue 3 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Big Daddy guards you for 90 seconds.

Need a bodyguard in a pinch? Our new Hypontize plasmid will fool a Big Daddy into protecting you as if you were its own Little Sister.

HYPNOTIZE BIG DADDY 2

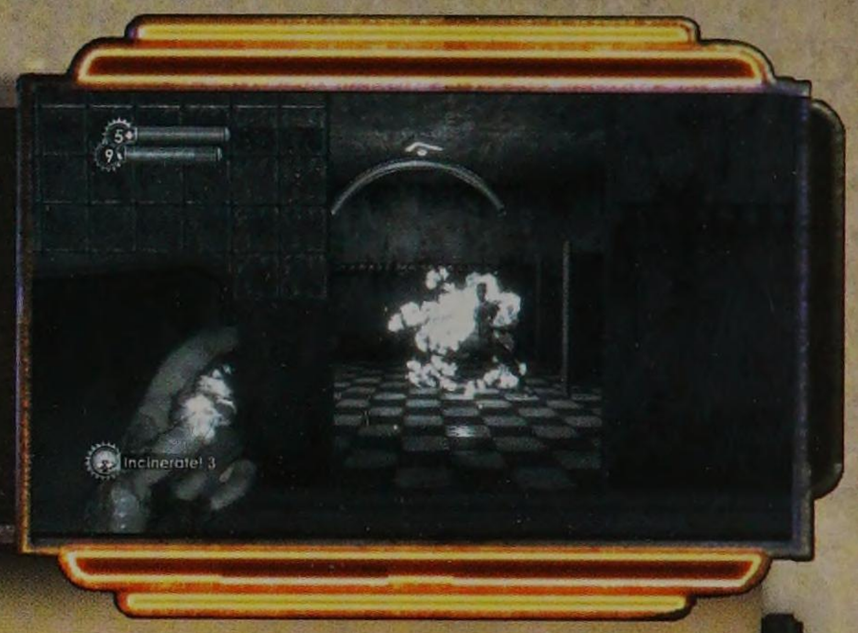
Location: Rescue 9 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Big Daddy guards you for 180 seconds.

Our newest Hypnotize plasmid lasts longer than ever! Make a Big Daddy befriend you today!

INCINERATE

Incinerate is one of the first Plasmids you acquire upon arriving in Rapture and it is one that you will use throughout much of your journey. Throw a fireball from your left hand to engulf the enemy in flames. This fire continues to inflict damage for several seconds, thus giving you time to switch to a weapon and stack the damage while the enemy writhes about in agony. Also, keep your eyes peeled for oil slicks that can be used as booby-traps; wait for an enemy to step into the oil slick, then use Incinerate to ignite the floor around them! Similarly, send a fire ball into an explosive barrel or fuel cylinder for a massive explosion!



INCINERATE

Location: Found on the floor in small room on second floor of Eternal Flame Crematorium. Crawl through opening near door to reach it.

Effect: Sets things on fire, doing low damage per second.

When it absolutely positively has to erupt in flames, don't wait—Incinerate!

INCINERATE 2

Location: Available at a Gatherer's Garden vending machine, starting in the Fort Frolic area.

Effect: Sets things on fire, doing moderate damage per second.

Incineration 2: Make your hotfoot even hotter!

INCINERATE 3

Location: Available at a Gatherer's Garden vending machine, starting in the Point Prometheus area.

Effect: Sets things on fire, doing high damage per second.

Incineration 3: The hottest plasmid of the year!

INSECT SWARM

Insect Swarm is a fun plasmid to use, since it can really be entertaining to watch those maniacal Splicers flee in horror as swarms of bees descend upon them. Insect Swarm is a great plasmid to use against multiple enemies because it does a very good job of disrupting them and altering their priorities in a significant manner. One dose of Insect Swarm is all it takes to have them thinking far more about their own survival than your demise. One nasty side-effect of Insect Swarm is that it typically results in a bit of chaos, so following up this plasmid with gunfire can be tricky. Best use the Grenade Launcher or Shotgun!

INSECT SWARM

Location: Available at a Gatherer's Garden vending machine, starting in the Farmer's Market area.

Effect: Launches a swarm of bees that does a low amount of damage per second and lasts for 20 seconds. Can attack multiple enemies at once.

Nothing clears a room like swarms of stinging hornets. (Warning: not recommended for users with allergies.)

INSECT SWARM 2

Location: Available at a Gatherer's Garden vending machine, starting in the Hephaestus area.

Effect: Launches a swarm of bees that does a moderate amount of damage per second and lasts for 24 seconds. Can attack multiple enemies at once.

Insect Swarm 2, with more bite for the buck! (Warning: not recommended for users with allergies or asthma.)

INSECT SWARM 3

Location: Available at a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Launches a swarm of bees that does a high amount of damage per second and lasts for 30 seconds. Can attack multiple enemies at once.

Insect Swarm 3—It stings! (Warning: not recommended for users with allergies, asthma, or heart conditions.)

SECURITY BULLSEYE

See an enemy up ahead near some un-hacked Security Cameras or Turrets? If so, hit 'em with Security Bullseye to make the Rapture security system turn on the ones it's supposed to protect. Security Bullseye gives you the benefits of hacking Turrets or Security Cameras without physically having to put yourself in harm's way to do it! Just beware that the Security Cameras, Security Bots, and Turrets that attack the targeted enemy are not necessarily your friend. They are still programmed to attack you on sight, so be sure to give them a wide berth or hack them before getting too close.

SECURITY BULLSEYE

Location: On a ledge near the Wharfmaster's Office above the Upper Wharf.

Effect: Enemies hit by this plasmid will become the targets of Security Cameras, Turrets, and Security Bots.

Are those pesky security cameras getting you down? Simple tag your enemies with our photoelectric insects and those cameras and turrets become your best friend. Splice Security Bullseye today!

TARGET DUMMY

When all else fails, turn to Target Dummy and lure the enemies' attacks away from you. This semi-transparent decoy will stand right where you place him and attract gunfire and other attacks away from you so. The Target Dummy is great for times when you need to make a quick escape from a painful situation, but also perfect for times when you're setting a trap for a Big Daddy. Lay your defenses down, ready your weapons, then cast a Target Dummy off to the side to lure the Big Daddy's ire away from you.

TARGET DUMMY

Location: Available at a Gatherer's Garden vending machine, starting at the Neptune's Bounty area.

Effect: Creates a decoy that draws enemy attacks away from you for 10 seconds.

Enemies on your back? Distract their attention with a helpful decoy. They take the heat... so you don't have to!

TELEKINESIS

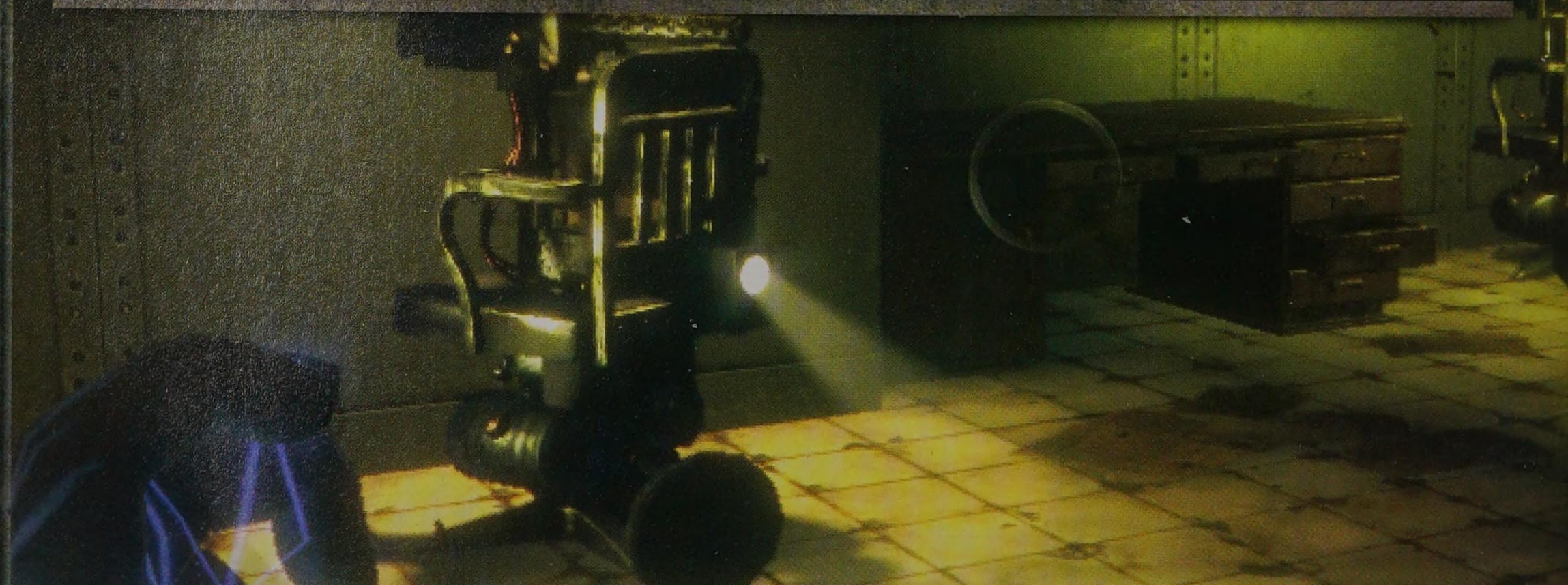
Telekinesis is the ultimate mind over matter plasmid. This plasmid not only gives you the ability to bring distant objects within reach through mental power, but you can pick up objects, carry them in front of you (as a shield perhaps), and then hurl them elsewhere. The most common use for Telekinesis is definitely in collecting out-of-reach EVE Hypos and First Aid Kits, but there are other uses as well. For starters, catch the grenades Nitro Splicers lob at you and throw them back! Additionally, you can pick up fuel cylinders or barrels and launch them at enemies to blow them to pieces. Lastly, use Telekinesis to pick up inanimate objects for use as shields or even to trip the many Trap Bolts you'll come across.

TELEKINESIS

Location: Just behind the glass doors inside the Dandy Dental office.

Effect: Pull objects towards you (or catch those thrown at you) and hurl them backwards or drop them in front of you.

Pick up big stuff with your mind. Throw them at your enemies. What else do you need to know?



WINTER BLAST

Winter Blast is a powerful plasmid that not only can be used to stop an enemy in its tracks, but gives you the opportunity to score what amounts to an instant-kill. Hit the enemy with Winter Blast to freeze it solid for a brief period of time. Although this attack doesn't actually inflict any damage on the enemy, you can rush up to the frozen foe and shatter it into a thousand pieces. A frozen health meter of sorts appears over the frozen enemy. This is the meter that governs whether or not the enemy is going to shatter. Grab the Shotgun and open fire to completely obliterate the frozen enemy. Just note that enemies that are shattered while frozen will not leave a corpse to search. By destroying them in this manner, you destroy whatever may have been in their pockets as well

WINTER BLAST

Location: Available at a Gatherer's Garden vending machine, starting in the Neptune's Bounty area.

Effect: Fires icicle fragments that freeze the target for a short duration. You can shatter the enemy while frozen.

Don't get caught without this powerful self-defense tool at the ready. Give your foes the cold shoulder with Winter Blast!

WINTER BLAST 2

Location: Available at a Gatherer's Garden vending machine, starting in the Fort Frolic area.

Effect: Fires icicle fragments that freeze the target for a moderate duration. You can shatter the enemy while frozen.

Foes coming out of a deep freeze? Make sure they stay on ice with Winter Blast 2!

WINTER BLAST 3

Location: Available at a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Fires icicle fragments that freeze the target for a long duration. You can shatter the enemy while frozen.

Freeze even the toughest foe in his tracks with Winter Blast 3, the ultimate in stopping power!

GENE TONICS

In addition to the described set of plasmids, the world of Rapture also contains 53 different gene tonics. Unlike plasmids, tonics work passively. Their effects are always at work and impact whatever you do without needing to select an individual one a to use it. Gene tonics come in three categories: Physical, Engineering, and Combat. Although you will only begin with two available tonic slots in each of these three tracks, you can purchase additional Tonic Slots for 80 Adam each at a Gatherer's Garden vending machine.

Another key difference between plasmids and tonics is that many of the advanced versions of tonics do not replace their inferior model. This allows you to splice two or more similar tonics to stack the effects. For example, the Photographer's Eye and Photographer's Eye 2 tonics yield research bonuses of 10% and 15%, respectively. Instead of simply choosing the latter tonic, you can assign them both a slot in your Combat Tonic track and gain a research bonus of 25%, the combined effects of the two tonics!

No EVE Needed!

Arguably the best feature of Gene Tonics is that they don't require EVE to use. Plasmids require EVE in order to be used, but tonics course through your veins and yield the positive effects you crave without extra fuel or input.

PHYSICAL TONICS

Physical Tonics most commonly affect your ability to replenish Health and EVE. Additionally, some Physical Tonics will increase your ability to move through the environment without detection and aid in your ability to see items that would otherwise go undetected.

Our five favorite Physical Tonics:

EVE Link
Extra Nutrition
Medical Expert
Natural Camouflage
Scrounger

BLOODLUST

Location: Available at U-Invent machines, starting in the Fort Frolic area.

Effect: You gain small amounts of Health and Eve when inflicting damage with the Wrench.

Bloodlust heals your body and your mind as you swing! Be red in tooth and claw—with Bloodlust!

BOOZE HOUND

Location: Available at U-Invent machines, starting in the Fort Frolic area.

Effect: Drinking alcohol restores a small amount of EVE, rather than draining it!

Take full advantage of Rapture's distilleries and vintners. Drink to your health with Booze Hound!

EVE LINK

Location: Available in a Gatherer's Garden vending machine, starting in the Medical Pavilion area.

Effect: First Aid Kits also give you EVE.

Get more out of your First Aid Kits with EVE Link. This revolutionary new gene tonic causes your body to produce EVE whenever you use First Aid Kits.

EVE LINK 2

Location: On the ground in the Farmer's Market.

Effect: First Aid Kits also give you a large amount of EVE.

Get more EVE with every First Aid Kit by using new EVE Link Two.

EXTRA NUTRITION

Location: Available in a Gatherer's Garden vending machine, starting in the Neptune's Bounty area.

Effect: You gain a little extra Health from Snacks and Bandages.

Extra nutrition boosts you body's natural ability to turn food into renewed vitality.

EXTRA NUTRITION 2

Location: Downstairs inside Sinclair Spirits, in the back corner of the water-filled room.

Effect: You gain extra Health from Snacks and Bandages.

Make your food even healthier with new Extra Nutrition Two!

EXTRA NUTRITION 3

Location: Receive when reaching Research Level 4 with Spider Splicer.

Effect: You gain a great deal of Health from Snacks and Bandages.

The latest in the Extra Nutrition line makes food taste twice as good as it used to. Try it today!

HACKER'S DELIGHT

Location: In the Eternal Flame Crematorium. Activate the Furnace Control to cremate the corpse on the tray.

Effect: Every time you hack something, you gain a little Health and EVE.

With Hacker's Delight, your body converts the altered current from a hacked machine into a powerful healing agent. Hack and heal!

HACKER'S DELIGHT 2

Location: Available at U-Invent machines, starting in the Fort Frolic area.

Effect: Every time you hack something, you gain Health and EVE.

Hacker's Delight 2 is even more efficient at converting the altered current from hacking into health for you!

HACKER'S DELIGHT 3

Location: On the desk next to the Rosie Helmets in the Failsafe Armored Escorts wing.

Effect: Every time you hack something, you gain a large amount of Health and EVE.

The ultimate development of the Hacker's Delight line, this will make every hacker a healthy hacker!

MEDICAL EXPERT

Location: On the ground in the Lower Wharf.

Effect: First Aid Kits give you 20% more Health.

With Medical Expert, your First Aid Kits will go farther, healing sickness and injury at a rate you're sure to find astonishing. Don't use a First Aid Kit without your best friend, Medical Expert!

MEDICAL EXPERT 2

Location: Inside Fort Frolic, but only accessible after completing Cohen's Masterpiece.

Effect: First Aid Kits give you 40% more Health.

With new Medical Expert Two, First Aid Kits heal you more than ever!

MEDICAL EXPERT 3

Location: Near the toilets in Dr. Suchong's Clinic on the second floor of Artemis Suites.

Effect: First Aid Kits give you 60% more Health.

Heal your injuries in the blink of an eye with new Medical Expert Three. Your best friend just got better!

NATURAL CAMOUFLAGE

Location: Receive when reaching Research Level 2 with Houdini Splicer.

Effect: When standing still, you become invisible.

Need some peace and quiet? Splice in Natural Camouflage, stop moving, and just fade away. Remember, not seeing is believing!

SCROUNGER

Location: Receive when reaching Research Level 2 with Leadhead Splicer.

Effect: When searching containers or corpses, you can search again to get different loot.

Splicing Scrounger is like having a sixth sense. You'll spot things you'd otherwise miss and discover things you'd otherwise leave behind. With Scrounger, you'll swear you have X-Ray vision!

SECURITY EVASION

Location: On the ground in the Lower Concourse of Arcadia.

Effect: Security Cameras and Turrets take 2 seconds longer to see you.

Has a rival faction set up Security Cameras and Turrets where you need to go? Security Evasion adjusts the thermal signature of your epidermal layer, confusing cameras and turrets and delaying their response.

SECURITY EVASION 2

Location: On the desk in Lower Heat Loss Monitoring, right next to the Audio Diary.

Effect: Security Cameras and Turrets take 4 seconds longer to see you.

Why let them know where you've been lately? The latest version of Security Evasion lets you bypass any Security Camera or Turret with ease.

SPORTBOOST

Location: Receive when reaching Research Level 2 with Thuggish Splicer.

Effect: You move and swing the Wrench faster. Movement speed is increased 10% and Wrench swing speed is increased by 25%

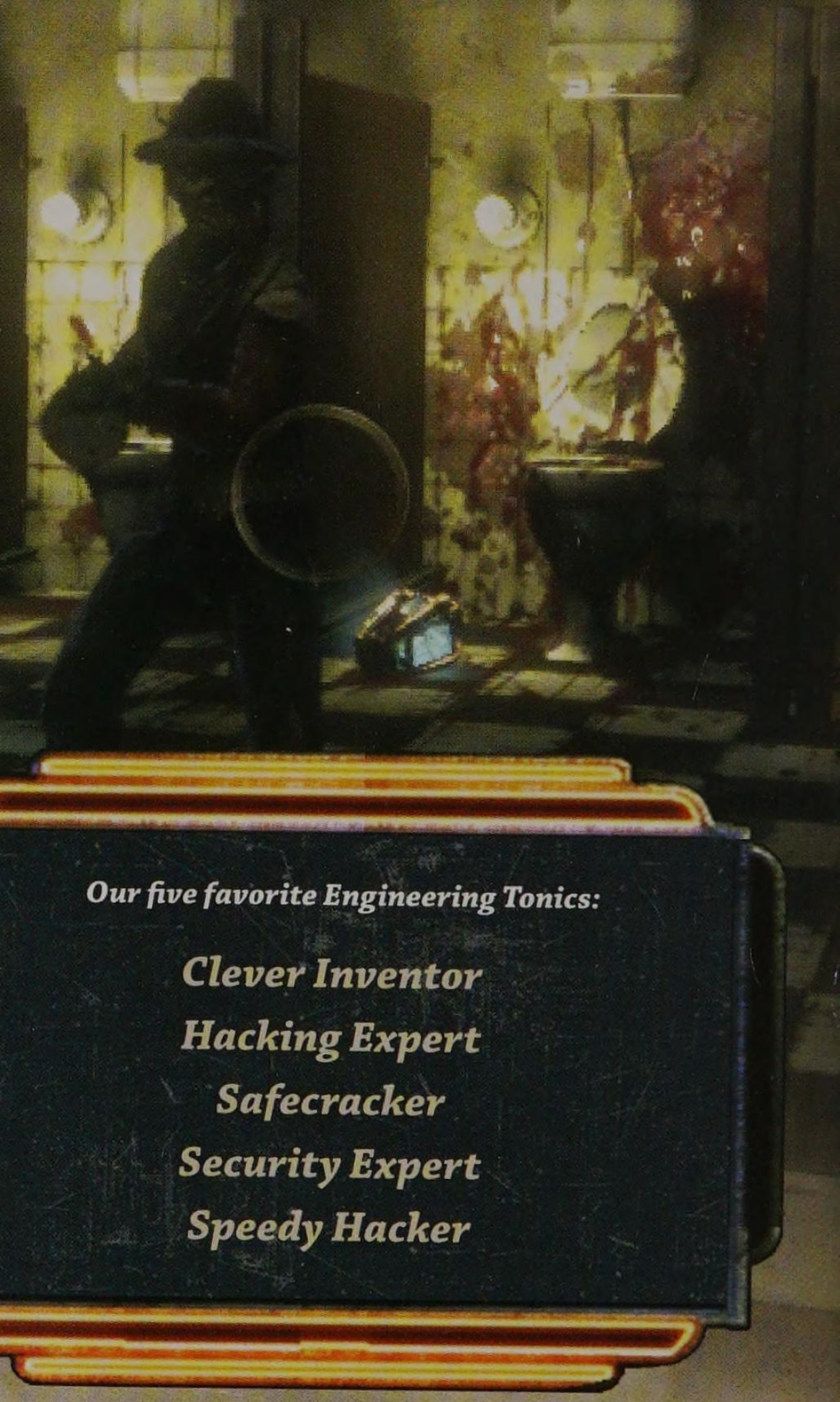
In today's dangerous times, it never huts to be a little faster, a little quicker on the draw. Remember, you don't have to outrun the crazed Splicer—just your neighbor!

SPORTBOOST 2

Location: Receive when reaching Research Level 4 with Thuggish Splicer.

Effect: You move and swing the Wrench much faster. Movement speed is increased 20% and Wrench swing speed is increased by 50%

Tired of being outrun by your neighbor with SportBoost installed? Get new SportBoost Two, and outrun HIM!



ENGINEERING TONICS

Many of the Engineering Tonics fall under the HackSmart label and, as the branding suggests, make it that much easier to hack everything from safes to Turrets. Many of these tonics reduce the number of alarm tiles and overload tiles present on the grid when hacking, and some even slow the speed of the current!

Our five favorite Engineering Tonics:

Clever Inventor
Hacking Expert
Safecracker
Security Expert
Speedy Hacker

ALARM EXPERT

Location: On the balcony in the Fleet Hall Theatre. Jump from one balcony booth to the other to get it.

Effect: Up to 2 fewer alarm tiles when hacking.

A staple in the HackSmart line of gene tonics, Alarm Expert uses your body's electrochemical composition to defuse circuitry alarms in secure systems. Try it today!

ALARM EXPERT 2

Location: In the Live Subject Testing area of Point Prometheus. It's on a filing cabinet.

Effect: Up to 4 fewer alarm tiles when hacking.

Are your hacks still being interrupted by Alarms? Then you need Alarm Expert Two, today! (A HackSmart gene tonic.)

CLEVER INVENTOR

Location: On the desk in Suchong's Apartment in Olympus Heights.

Effect: Inventing items requires 1 fewer of each component (minimum of 1).

U-Invent Stations truly are a marvel of modern engineering, and now you'll need fewer raw materials to make what you want. It's not witchcraft—it's Clever Inventor!

FOCUSED HACKER

Location: In the entrance to Fontaine Fisheries, frozen in the ice near the pneumatic tube.

Effect: Up to 2 fewer overload tiles when hacking.

Another favorite in the HackSmart line of gene tonics, Focused Hacker defuses overload traps in secure systems. Fewer fried circuits guaranteed or your money back!

FOCUSED HACKER 2

Location: Hestia Fourth Floor, on the desk in the corner of the room near the safe.

Effect: Up to 4 fewer overload tiles when hacking.

When you have to hack the most delicate systems out there, only Focused Hacker Two, from HackSmart, can ensure your safety from overloads.

HACKING EXPERT

Location: On the desk inside the entrance to the Research Laboratories.

Effect: All hacks have 1 fewer alarm tile and 1 fewer overload tile.

The original HackSmart gene tonic, Hacking Expert defuses alarms and helps avoid overloads. It's the must-have Plasmid of the HackSmart line.

HACKING EXPERT 2

Location: Available in a Gatherer's Garden vending machine starting in the Fort Frolic area.

Effect: All hacks have 2 fewer alarm tiles and 2 fewer overload tiles.

When Hacking Expert alone isn't enough, you need Hacking Expert Two! From HackSmart—only the best in hacking gene tonics.

PROLIFIC INVENTOR

Location: Rescue 18 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Whenever you invent an item, you get twice as many as normal.

Inventing is already a valuable pastime in the resource-strapped halls of Rapture. Make yourself a Prolific Inventor and you'll be the envy of your peers, as you turn worthless junk into valuable commodities.

SAFECRACKER

Location: Rescue 6 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: When hacking safes and combination locks, there are up to 2 fewer alarm and overload tiles, 1 fewer accelerate tile, and 3 added deceleration tiles. The flow speed is reduced by 0.5 seconds per tile.

One of HackSmart's most popular offerings, Safecracker lets you into places that they want to keep you out of. Splice it now, and get hacking!

SAFECRACKER 2

Location: In the Autopsy room in the downstairs of the Little Wonders Educational Facility.

Effect: When hacking safes and combination locks, there are up to 4 fewer alarm and overload tiles, 2 fewer accelerate tiles, and 3 added deceleration tiles. The flow speed is reduced by 1.0 seconds per tile.

Are your enemies trying to lock away what's rightfully yours? Don't let them keep your hard-earned goods! Get them back with new Safecracker Two. HackSmart wants you to get what's coming to you!

SECURITY EXPERT

Location: In the Twilight Fields funeral area. It is on a shelf in the mortuary room.

Effect: When hacking Turrets, Security Bots, and Security Cameras, there are up to 2 fewer alarm and overload tiles, 1 fewer accelerate tile, and 1 added deceleration tile. The flow speed is reduced by 0.5 seconds per tile.

A new offering the HackSmart line, Security Expert was deigned for the Hacker specializing in disabling electronic security measures. You won't be secure without Security Expert!

SECURITY EXPERT 2

Location: Obtained by reaching Research Level 2 with the Security Bot.

Effect: When hacking Turrets, Security Bots, and Security Cameras, there are up to 4 fewer alarm and overload tiles, 2 fewer accelerate tiles, and 3 added deceleration tiles. The flow speed is reduced by 1.0 seconds per tile.

Your enemies have been upgrading their security—so you need to upgrade your hacking ability! Get Security Expert Two, the latest from HackSmart.

SHORTEN ALARMS

Location: Available in a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Length of security alarms is reduced by 20 seconds.

What sound is more ominous than a yammering security alarm? With Shorten Alarms spliced, your personal EM signature becomes altered to interact uniquely with alarm sensors, shortening the period until you'll be free and clear.

SHORTEN ALARMS 2

Location: On a walkway in the lower Geothermal Core area of Hephaestus.

Effect: Length of security alarms is reduced by 40 seconds.

Are frequent Security Alarms driving you deaf? Reduce the pain with new, improved Shorten Alarms Two.

SPEEDY HACKER

Location: In the corner of the room in Painless Dental.

Effect: Flow speed is reduced by 1.5 seconds per tile when hacking.

The most popular of the HackSmart line, Speedy Hacker buys you the time you need to hack any electronic device. Time is on your side with Speedy Hacker!

SPEEDY HACKER 2

Location: Available in a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Flow speed is reduced by 3.0 seconds per tile when hacking.

In our ever-accelerating world of progress, it's hard to find time to stop and think. But now you can buy yourself that time—with new Speedy Hacker Two! Only from HackSmart!

COMBAT TONICS

As the name of this category infers, the tonics that fall in this category all enhance your ability to fight and withstand damage. Some increase your offensive ability while others increase your resistance to certain elemental attacks such as ice or fire. Several Combat Tonics even increase your skill in taking research photos and magnify the effects of the research bonuses you unlock.

Our five favorite Combat Tonics:

Armored Shell
Damage Research
Human Inferno
Photographer's Eye
Static Discharge

ARMORED SHELL

Location: Available in a Gatherer's Garden vending machine starting with the Medical Pavilion area.

Effect: Reduces piercing and bludgeoning damage by 15%

Useful in any hazardous situation, Armored Shell offers fantastic protection against life's bumps and bruises. Don't be a softie—use Armored Shell now!

DAMAGE RESEARCH 2

Location: In the Mendel Family Library, on a desk in the rear of the room.

Effect: Research damage bonuses are increased by 60%.

Hit 'em where it hurts, and hit 'em hard! New Damage Research Two lets you exploit your enemies' weaknesses even more than before.

ARMORED SHELL 2

Location: Rescue 15 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Reduces piercing and bludgeoning damage by 25%.

When the bullets and blows are blasting away, you need all the protection you can get. Armored Shell Two provides more protection than our competitor.

ELECTRIC FLESH

Location: In the Projection Booth upstairs in the Fleet Hall Theatre. It's only accessible after completing Cohen's Masterpiece.

Effect: Reduces electric damage by 75% and increases your outgoing electric damage by 30%.

Supercharge your body with Electric Flesh, the ultimate in electricity enhancements. Insulate yourself from harm with new EF!

DAMAGE RESEARCH

Location: On a desk in the secret crawlspace office in the Lower Workshops.

Effect: Research damage bonuses are increased by 30%.

Get more bang for your research buck with Damage Research. Carry your analysis further than you ever thought possible.

ELECTRIC FLESH 2

Location: In Fontaine's Apartment, on the desk in his upstairs study.

Effect: Reduces electric damage by 100% and increases your outgoing electric damage by 60%.

When we said Electric flesh was the ultimate in electricity enhancements, we turned out to be premature. Now Electric Flesh Two is even better! Be the shock-er, not the shock-ee, with Electric Flesh Two!

FROZEN FIELD

Location: Search the corpse of Martin Finnegan inside the Frozen Tunnel.

Effect: Reduces cold damage by 15%. Wrench does an extra 10 points of cold damage and has 10% chance of freezing enemy.

Leave your foes out in the cold with Frozen Field!

FROZEN FIELD 2

Location: On the desk in the Central Core, outside Andrew Ryan's Office.

Effect: Reduces cold damage by 30%. Wrench does an extra 20 points of cold damage and has 10% chance of freezing enemy.

Don't let yourself be frozen out—get Frozen Field Two today!

HUMAN INFERNO

Location: Available at a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Reduces heat damage by 20%. Increases heat damage you inflict by 30%, burning monsters take damage at a 30% higher rate.

Human Inferno—the hottest Plasmid in Rapture!

HUMAN INFERNO 2

Location: Available at a Gatherer's Garden vending machine starting in the Point Prometheus area.

Effect: Reduces heat damage by 40%. Increases heat damage you inflict by 50%, burning monsters take damage at a 50% higher rate.

Human Inferno—the hottest Plasmid in Rapture!

PHOTOGRAPHER'S EYE

Location: In the bunk room of the wine cellar in Farmer's Market.

Effect: All research photo scores are increased by 10%.

Every research photographer wants an edge, and Photographer's Eye is yours. Once you've spliced this invaluable gene tonic, you'll get the picture!

PHOTOGRAPHER'S EYE 2

Location: Receive for reaching Research Level 2 with Rosie.

Effect: All research photos scores are increased by 15%.

Everyone has a hidden weakness—but with Photographer's Eye Two, they won't stay hidden for long!

STATIC DISCHARGE

Location: In the Surgery Foyer, near the pool of water, near Dr. Steinman's lab.

Effect: When struck by a melee attack, the player emits an electrical burst that does 30 points of damage and includes a 15% chance of causing a shocked state.

Ryan Industries introduces the latest in wartime deterrent genetics. Static Discharge makes you a walking Tesla Coil, zapping anything and everything foolish enough to strike you. Feel safe, be safe with Static Discharge.

STATIC DISCHARGE 2

Location: Receive for reaching Research Level 4 with Leadhead Splicers.

Effect: When struck by a melee attack, the player emits an electrical burst that does 50 points of damage and includes a 25% chance of causing a shocked state.

Is your old Static Discharge not slowing them down enough? Upgrade to new Static Discharge Two, today! (A Ryan Industries gene tonic.)

WRENCH JOCKEY

Location: In the Kure All area of Medical Pavilion. Crawl through the ventilation shaft near the floor to reach the small secret room.

Effect: Wrench damage increased by 350%.

Wrench Jockey bulks up your upper body, allowing you to wield club-like weapons with unprecedented skill and power!

WRENCH JOCKEY 2

Location: Receive for reaching Research Level 2 with Bouncer.

Effect: Wrench damage increased by 550%.

When your opponent has Wrench Jockey, how can you hope to beat him in a fight? By installing Wrench Jockey Two, of course! Don't get caught wit last year's model, upgrade today!

WRENCH LURKER

Location: In the Lower Wharf, on the edge of the walkway near the Gene Bank and Gatherer's Garden machines.

Effect: Wrench damage increased by 150% versus unaware or shocked opponents. Also quiets your footsteps.

When fighting those stronger or faster than yourself, you'll need every advantage possible in a scrum. Wrench Lurker allows you to make the most of your opportunities when your antagonist is caught off guard.

WRENCH LURKER 2

Location: Available at a Gatherer's Garden vending machine, starting at Olympus Heights.

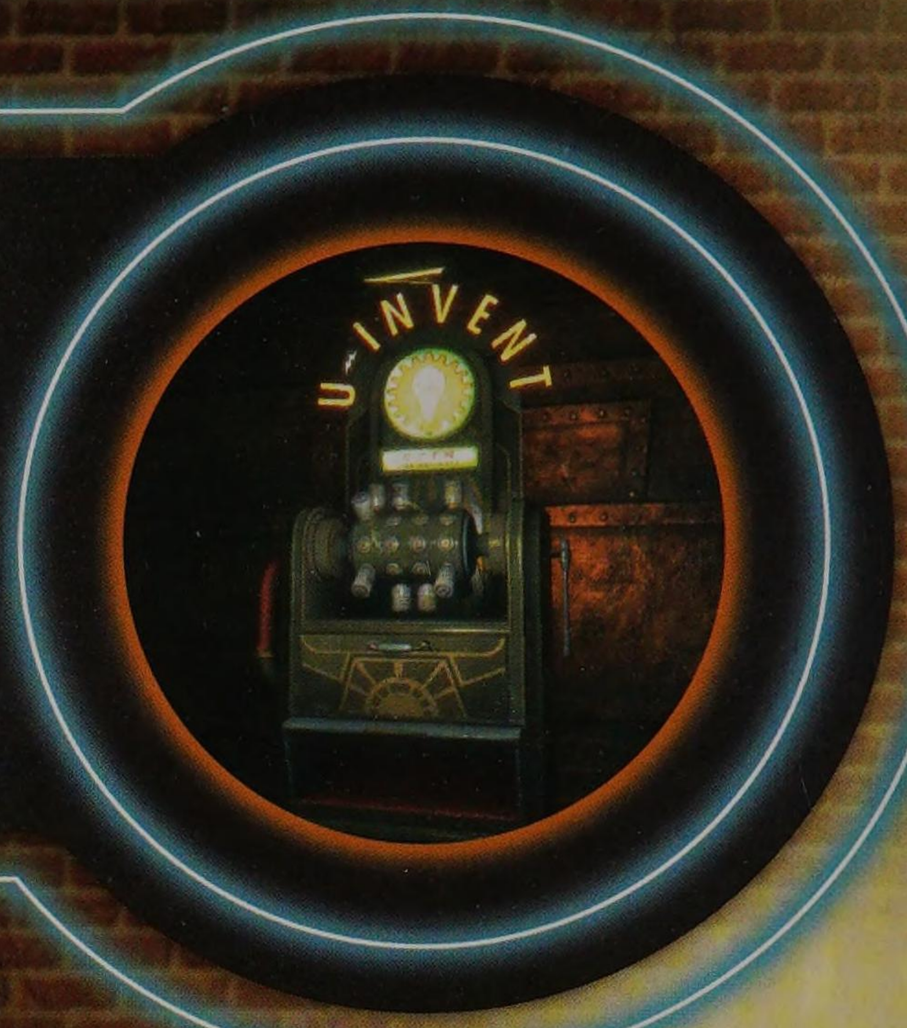
Effect: Wrench damage increased by 200% versus unaware or shocked opponents. Also quiets your footsteps.

Only a fool fights fair. When you want to take them down from behind, be smart, use Wrench Lurker Two!

U-INVENT

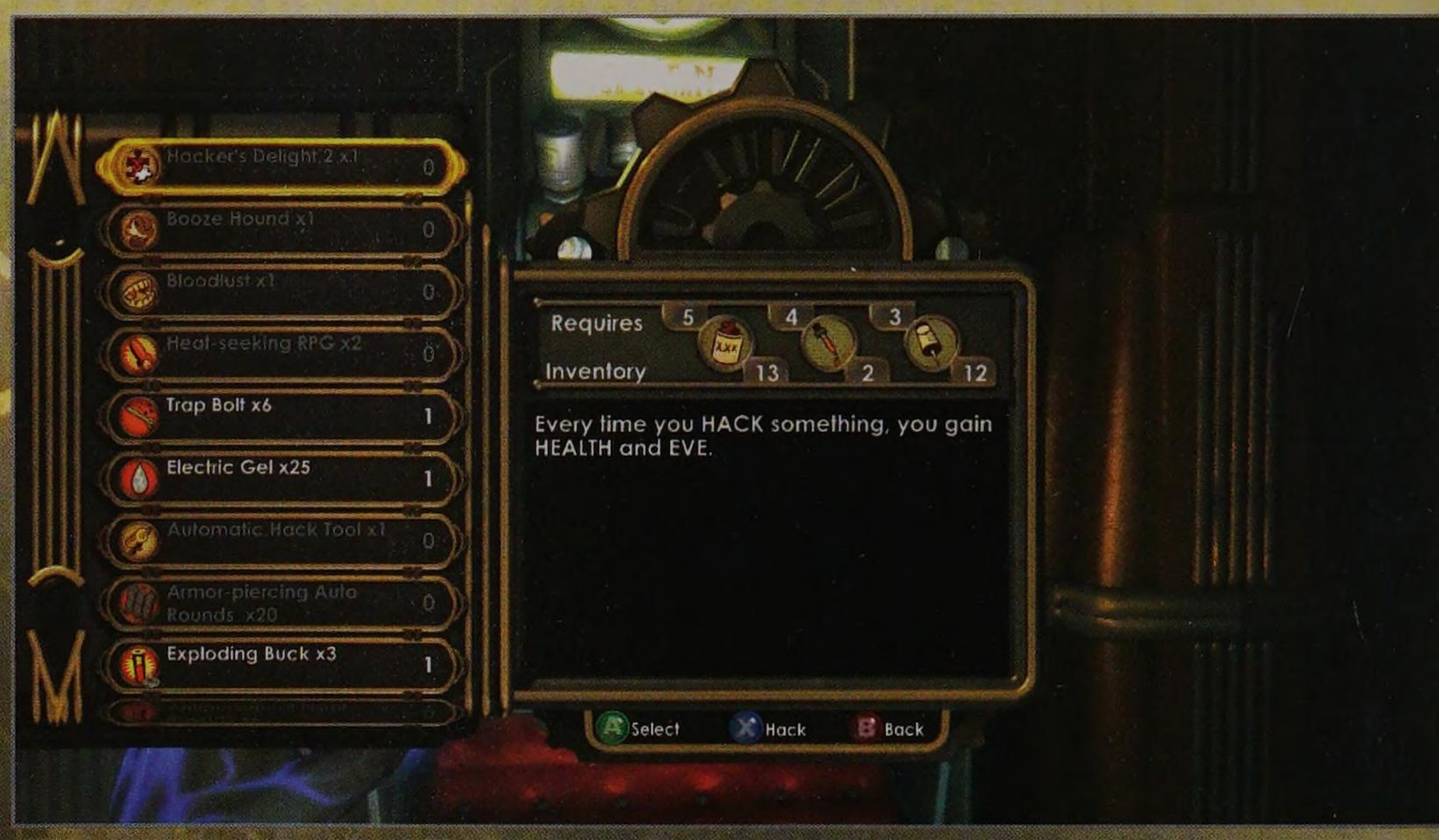
WE SHOW YOU HOW

The scientific geniuses at Rapture have designed a type of vending machine that takes the useless junk one finds littering this beautiful place, and turns it into useful items, ammunition, and even tonics! These U-Invent machines serve as a crafting kiosk of sorts. Using them regularly is a great way to keep a constant supply of rare ammunition and other items not commonly found during regular exploration.



COMPONENTS

In order to use the U-Invent machines you encounter, you need to maintain a supply of components. Components are the everyday items one finds when searching corpses, crates, ashtrays, and every other type of searchable container in Rapture. Make no mistake about it, thoroughly searching the environment for the following list of items should keep you topped off with Automatic Hack Tools, Exploding Buck, and Heat-Seeking RPGs. These three inventions are indeed the tools to victory!



The following items can all be taken to U-Invent machines throughout Rapture (starting with the "Arcadia" chapter) and turned into valuable inventions. Those components marked with an "*" are considered rare and should be picked up whenever you have the opportunity.

Rubber Hose	**Kerosene**	**Alcohol***	**Enzyme Sample**
Battery*	**Shell Casing**	**Empty Hypo**	**Chlorophyll Solution**
Brass Tube	**Steel Screw***	**Glue**	**Distilled Water**

Reducing Requirements

There are two ways to lower the requirements needed for using the U-Invent machine. Both hacking the machine and equipping the Clever Inventor tonic will each lower the component requirements by one unit. However, you can compound these effects by installing the Clever Inventor tonic and hack the machine anyway. Doing so lowers the required components by a total of up to 2 units per item, although you will always need a minimum of 1 unit of each required component.

The tables in this section list the original quantity required, the hacked quantity, and the quantity needed if you hack the machine and use the Clever Inventor tonic. It is important to note that the hacked quantity alone is also what would be required if you were to just use the tonic. The tonic cannot be obtained until much later in the game so, for simplicity's sake, the second column based on hacking only.

INVENTIONS

THE FOLLOWING INVENTIONS ARE LISTED IN ORDER OF APPEARANCE AS YOU MAKE YOUR WAY THROUGH RAPTURE.

AUTOMATIC HACK TOOL

Automatic Hack Tools allow anyone, no matter how unskilled, to hack electronic devices. Unfortunately they short out after a single use.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Rubber Hose	4	3	2
Battery	4	3	2
Brass Tube	1	1	1

ARMOR-PIERCING AUTO ROUNDS X20

Armor-Piercing Auto Rounds are the inventible ammunition for the Machine Gun. These .45 caliber bullets are particularly effective against metal or armored targets, like Turrets, Security Bots, and Big Daddies.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Kerosene	2	1	1
Shell Casing	3	2	1
Brass Tube	1	1	1

EXPLODING BUCK X3

Exploding Buck is the inventible ammunition for the Shotgun. This powerful buckshot explodes on contact with a target, dealing extra damage to all targets.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Kerosene	3	2	1
Shell Casing	2	1	1
Steel Screw	1	1	1

ANTIPERSONNEL PISTOL ROUNDS XG

Antipersonnel Pistol Rounds are the inventible ammunition for the Pistol. These .38 caliber bullets are specially designated to neutralize non-armored targets—like Splicers.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Rubber Hose	2	1	1
Shell Casing	3	2	1
Steel Screw	1	1	1

BOOZE HOUND

This Physical Tonic makes it possible to restore small amounts of EVE by drinking alcohol. Normally, drinking alcoholic beverages would drain your Eve, but not with Booze Hound spliced!

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Glue	5	4	3
Enzyme Sample	4	3	2
Empty Hypo	3	2	1

LAZARUS VECTOR

A newly-invented chemical meant to restore vitality to dead vegetable matter. This item can only be created once, as it is a specific story item.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Distilled Water	7	6	N/A
Enzyme Sample	7	6	N/A
Chlorophyll Solution	7	6	N/A

BLOODLUST

Those who like to inflict their pain up close and personal will enjoy the effects of this Combat Tonic. With Bloodlust, you gain small amounts of Health and EVE when inflicting damage with the Wrench.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Glue	5	4	3
Enzyme Sample	4	3	2
Empty Hypo	3	2	1

HACKER'S DELIGHT 2

This Engineering Tonic makes it possible for you to gain Health and EVE every time you hack something. Splicing this tonic earns you more Health and Eve than the original model of Hacker's Delight.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Alcohol	5	4	3
Enzyme Sample	4	3	2
Empty Hypo	3	2	1

HEAT-SEEKING RPG X2

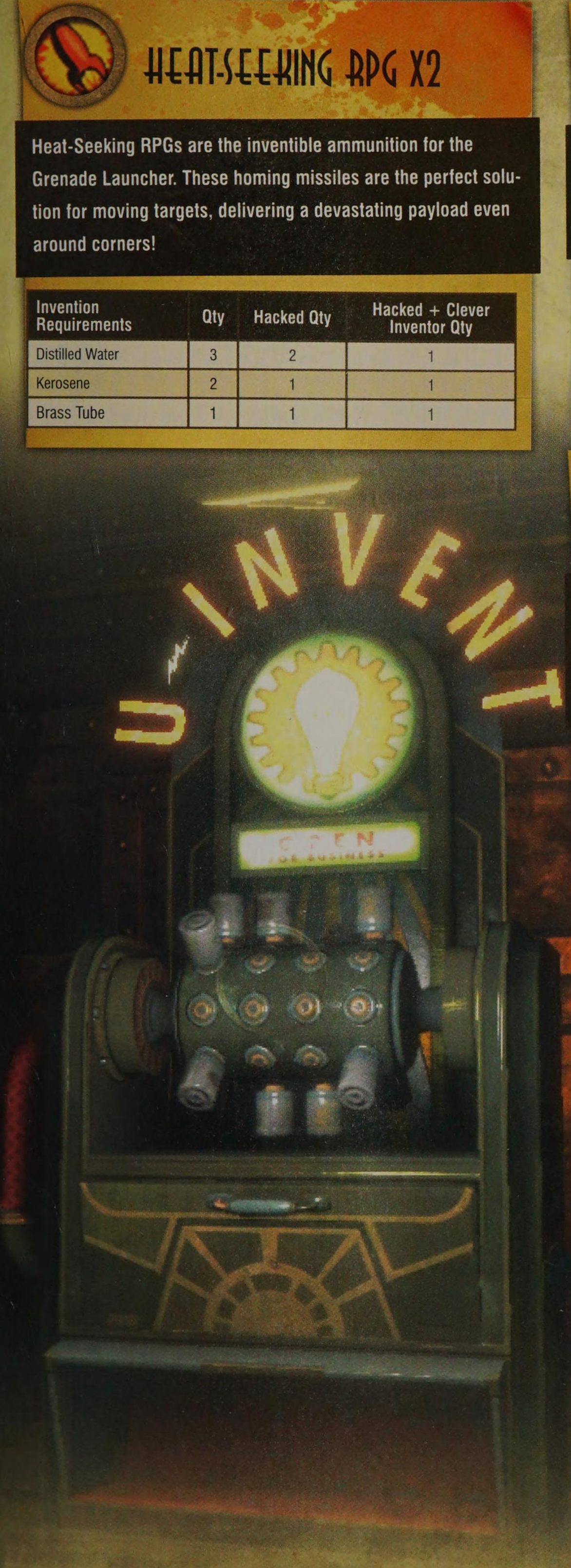
Heat-Seeking RPGs are the inventible ammunition for the Grenade Launcher. These homing missiles are the perfect solution for moving targets, delivering a devastating payload even around corners!

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Distilled Water	3	2	1
Kerosene	2	1	1
Brass Tube	1	1	1

TRAP BOLT X6

Trap Bolts are the inventible ammunition for the Crossbow. These ingenious bolts shoot out an electrified tripwire when fired into a wall.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Battery	2	1	1
Glue	3	2	1
Alcohol	1	1	1



ELECTRIC GEL X25

Electric Gel is the inventible ammunition for the Chemical Thrower. Electric Gel deals electric damage to targets, and may send them into shocked convulsions. Also good for temporarily disabling machines.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Distilled Water	3	2	1
Battery	2	1	1
Alcohol	1	1	1

WELCOME TO RAPTURE

Our story begins somewhere over the Atlantic Ocean, in a time when enjoying a cigarette on an airplane wasn't a federal offense and the only thing short about the stewardesses was the length of their skirts. Yes indeed, the skies were still friendly back in the 1960's and having a ticket for a transatlantic flight was a surefire sign that you were special, just like your mom and dad always knew you would be.

Of course, the problem with believing that you are destined for greatness is that sometimes you have to prove it. For the nondescript every-man occupying seat 11C, that time is now. Jack has no idea what is in store for him in the coming moments, but his plane is about to crash and he's going to be the only survivor. The choices he makes in the hours following the crash will cause far-reaching effects in a world he knows nothing about. That world is Rapture.

OBJECTIVES

1
Get to higher ground.

2
Go to Neptune's Bounty.

3
Head to Medical!

NEW DISCOVERIES

Plasmids and Tonics

Electro Bolt	Fires a bolt of electricity that stuns enemies and short-circuits machinery.

Weaponry

Wrench	Does a small amount of bludgeoning damage.
Pistol	Fires .38 caliber rounds and does moderate piercing damage.

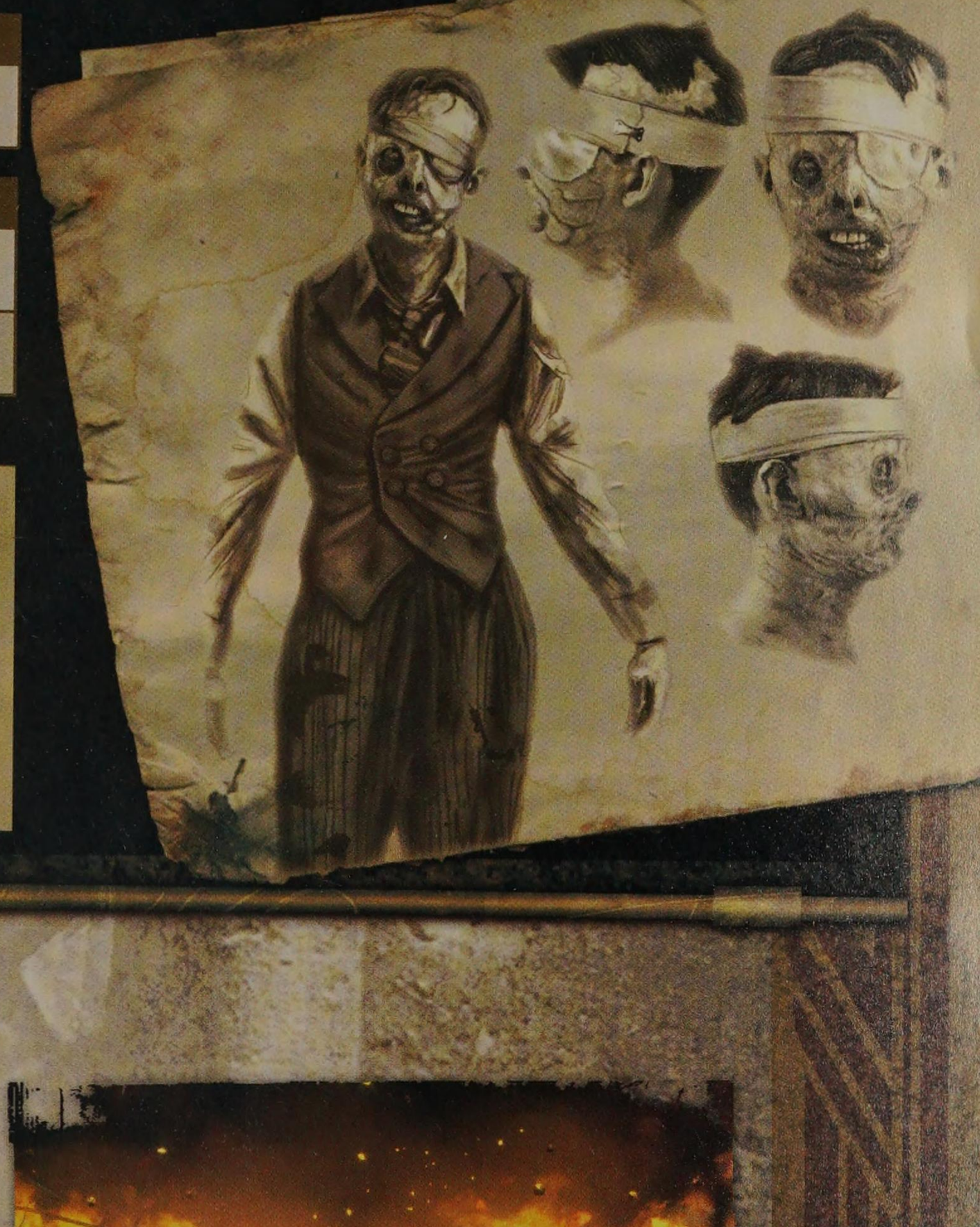
Enemies

Thuggish Splicer

Low-level Splicer armed with a pipe that utilizes melee attacks. Can be easily defeated with Electro Bolt and Wrench combo attack.

Leadhead Splicer

More durable Splicer that attacks with a Pistol or other firearm. Can withstand several melee attacks.



WHEREABOUTS UNKNOWN

Jack's frantic effort to tell up from down and reach the surface of the ocean meets with success. He inhales deeply and fills his lungs with the rancid smell of burning jet fuel and seawater. Nonetheless, it's oxygen and he's alive. He is now in your hands. Take control of Jack's motion and swim straight ahead towards the tail of the plane rising out from the water. A fuel slick ignites as you draw near, forcing you to angle to the right. That is when you first notice the lighthouse. Granted, the middle of the ocean is a strange place for a lighthouse, but you're in no position to question its validity. There is a staircase leading up out of the water; swim to the lights and enter the lighthouse through the door atop the stairs.

"In what country is there a place for people like me?" – Andrew Ryan

RAPTURE DIRECTORY: YOU ARE HERE

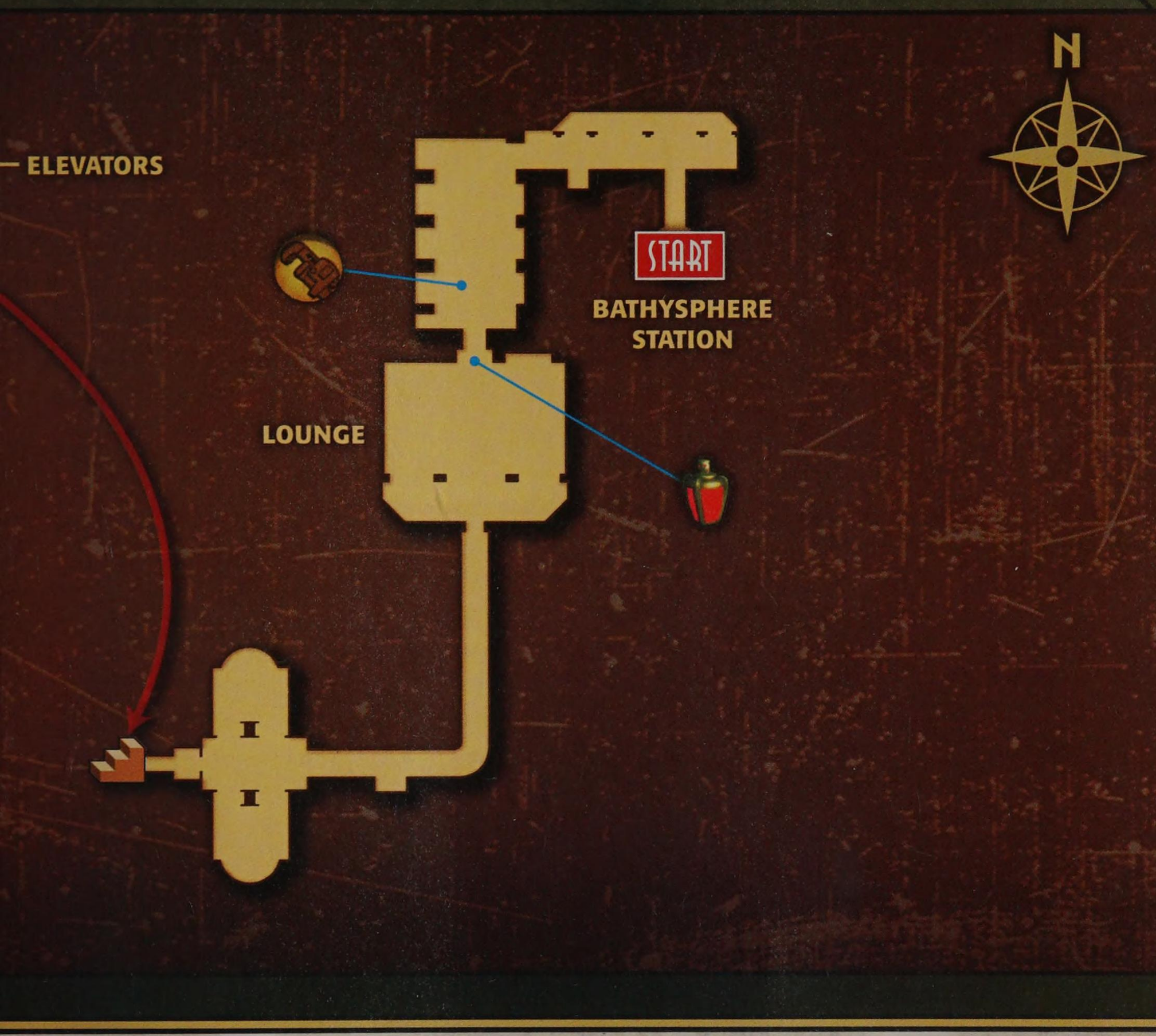
Welcome to Rapture

BATHYSPHERE STATION

The door slams shut and you suddenly find yourself enveloped by the soft sounds of 1940's era elevator music. One by one the lights flick on and reveal the lavish marble and bronze interior—it is unlike any lighthouse Jack has ever seen. Descend the stairs towards the source of the music and beyond the embossed plaques celebrating Art, Industry, and Science. At the base of the stairs is a fanciful sphere that resembles an old diving bell.

The door to the bathysphere is open; step inside and pull the lever.

The voyage into the depths of the ocean isn't a long one, as the bathysphere descends quickly. A welcome video plays during the descent and, although dated, it introduces the shockingly beautiful, but secretive, world Jack has stumbled onto. The views out of the window and the image Mr. Andrew Ryan paints of his city in the video are immediately belied by the horrifying act of violence Jack witnesses upon docking. The creature with the hooks soon leaves the terminal and a voice instructs Jack to take the radio hanging on the wall of the bathysphere. Exit and cross the bridge ahead.



OBJECTIVE: GET TO HIGHER GROUND

1 A survivor of the city named Atlas has contacted you over the radio. He has advised you to get to higher ground. It might be wise to listen.

Vita-Chambers

The electrified tube to the right is known as a Vita-Chamber. Jack will be revived in the nearest Vita-Chamber if killed by the inhabitants of Rapture. Every area of the city typically has several Vita-Chambers, each of which serves as a checkpoint-of-sorts. These devices require no activation from you, since they work automatically to bring you back to life as close to the point of your demise as possible. That said, do not think of Vita-Chambers as save points because they are not. Your progress in *Bioshock* is only saved when you manually select the Save Game option from the Pause Menu or when you reach a new chapter.

Head up the stairs to the left and watch as the Splicer that appears is chased off by a Security Bot. Jump over the metal beam and pick up the **Wrench** in the spotlight. Use it to smash the debris beneath the door and crouch down to crawl through the opening.

FLAMING FREE FALLING FURNITURE!

A Thuggish Splicer atop the stairs is about to send a fiery piece of furniture tumbling down in your direction. Get ready to run and leap over it as it approaches.

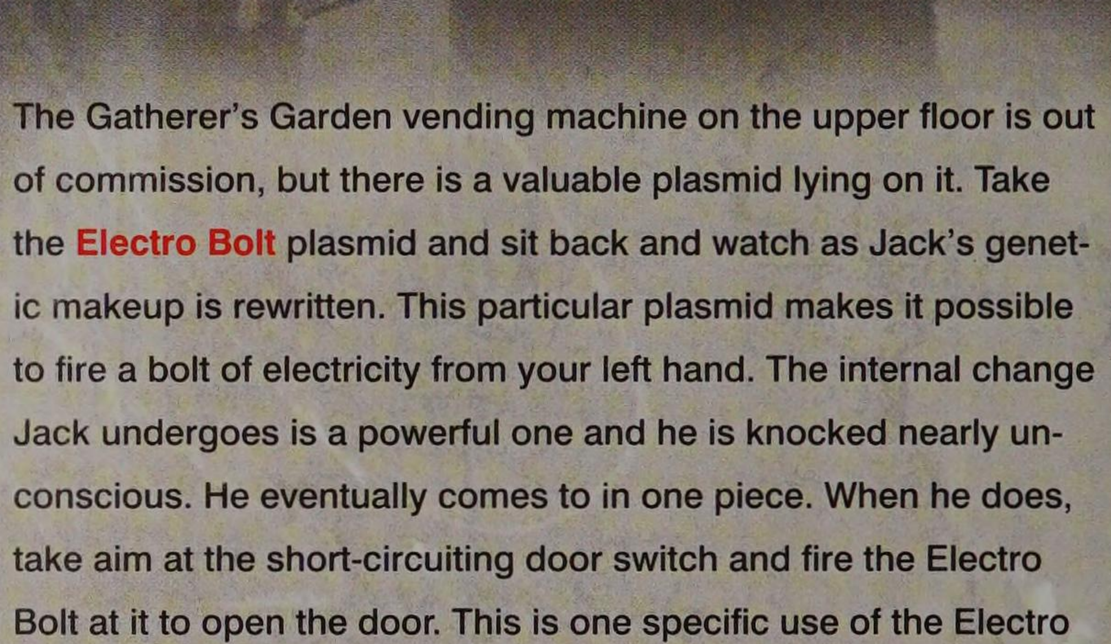
LOUNGE

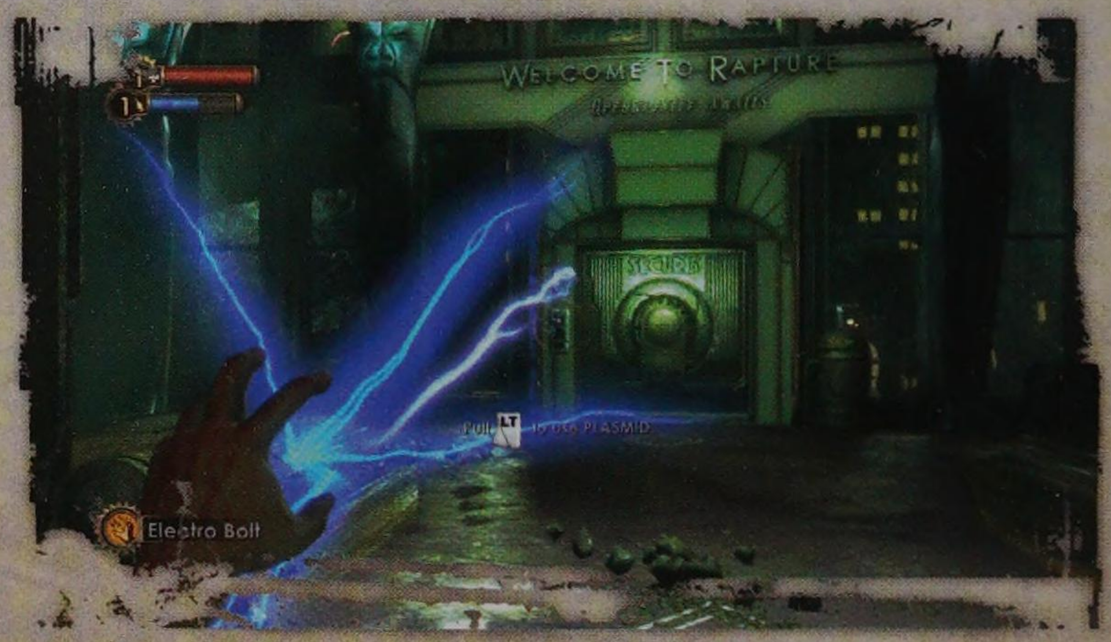
Run up the stairs, Wrench in hand, and beat the Thuggish Splicer to death. He leaps at you while swinging a metal pipe, so be ready to go on the offensive and don't stop swinging until he's lying limp on the ground. Take the EVE Hypo and First Aid Kit from the corpse, loop around to the left, and climb the stairs near the flickering neon sign.

SEARCH THE BODY

It's vitally important that you get in the habit of searching all of the corpses that you encounter in Rapture. Picking the pockets of those you defeat in battle is the easiest way to find valuable items, ammunition, money, and even components for new inventions! Of course, corpses aren't the only source of items. Always search crates, desks, file cabinets, and anywhere else you suspect items may be hidden.

The Gatherer's Garden vending machine on the upper floor is out of commission, but there is a valuable plasmid lying on it. Take the **Electro Bolt** plasmid and sit back and watch as Jack's genetic makeup is rewritten. This particular plasmid makes it possible to fire a bolt of electricity from your left hand. The internal change Jack undergoes is a powerful one and he is knocked nearly unconscious. He eventually comes to in one piece. When he does, take aim at the short-circuiting door switch and fire the Electro Bolt at it to open the door. This is one specific use of the Electro Bolt plasmid, but it's even more helpful for stunning enemies.





Exit the lounge through the glass-encased tunnel and try to remain calm as the airplane slams into the tube. Move through the severed fuselage of the plane and continue on, around the bend, and out of the water to the door straight ahead.

A pair of Thuggish Splicers attack in this next area. Hit them with the Electro Bolt, then switch to the Wrench and knock them dead while they're stunned. It only takes one swing of the Wrench to knock them out while the electricity is pulsing through their body, so take advantage of this opportunity. Search the corpses and collect the two EVE Hypos from the floor in this area before ascending the stairs to the elevators up ahead. Kill the flaming Thuggish Splicer and ride the elevator up to higher ground.

ZAP 'EM AND WHACK 'EM

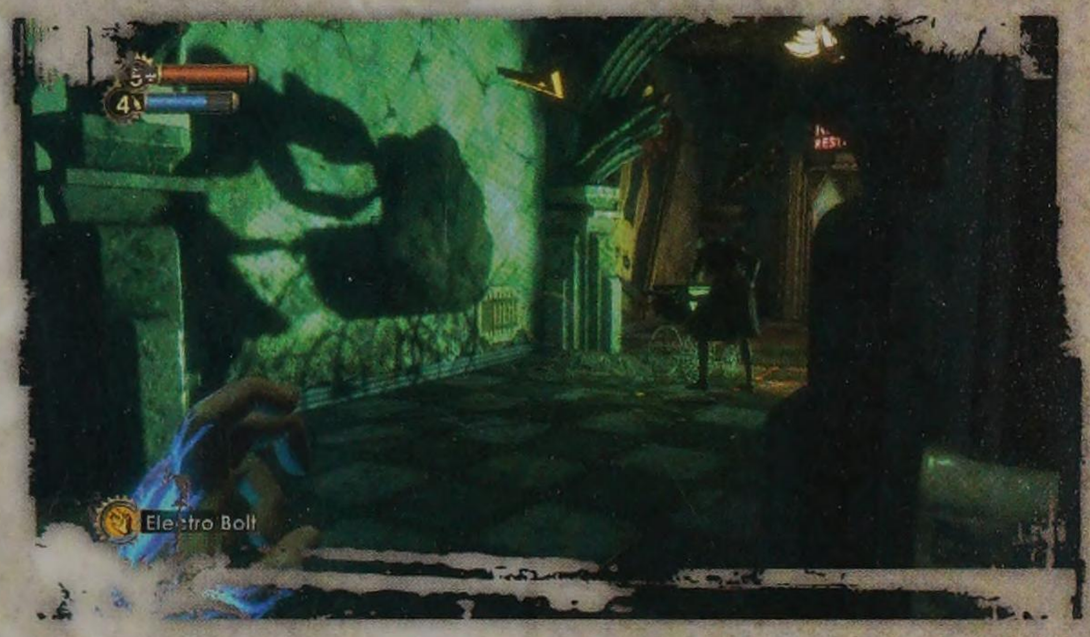
Atlas's recommendation of using the Electro Bolt and Wrench as a one-two combo is lethally effective against all sorts of enemies, especially Splicers. Keep your plasmid-enabled left hand on the ready for approaching Splicers and hit them with the Electro Bolt before they get close enough to attack. Better yet, keep an eye out for multiple enemies standing in water and fire a bolt of current into the water to fry the lot of them at once!

ELEVATORS

OBJECTIVE: GO TO NEPTUNE'S BOUNTY

2 **Atlas needs your help to reach his wife and child. His family is in a section of Rapture called "Neptune's Bounty". Find your way there!**

Pick up the First Aid Kit, near the vase of flowers, before approaching the woman singing to the bassinet off to the right. It is a lovely sight and her voice is certainly comforting in this strange place, but you must kill her nonetheless for it isn't a baby in the carriage, but a **Pistol**. Take the weapon and proceed to the restaurant.



Ammo Switching

Each of the firearms in *Bioshock* can be equipped with three different types of ammunition. Each weapon has a standard bullet type and two more powerful varieties of ammo that offer specific advantages against different types of enemies. The Pistol you just acquired comes with six rounds of standard .38 caliber bullets, but Armor Piercing and Anti-Personnel Bullets can also be used.

KASHMIR RESTAURANT

Times have certainly changed since the Kashmir Restaurant was last used for its main purpose. In fact, it seems as if whatever happened to disturb the serenity of life in Rapture did so right in the middle of the 1959 New Year's Eve party. The party favors are still on the tables, the costume masks are scattered here and there, and it seems as if one of the revelers is still nearby. Head down the stairs on the right, towards the dancing area, and take out the Thuggish Splicer calling for his wife near the kitchen door. His wife, a Leadhead Splicer, emerges from behind the door and begins shooting in your direction at the sound of her husband's final breath—be ready!

Take a moment to search the kitchen for money and a First Aid Kit before exiting back to the dancehall area. A pair of Splicers has moved out onto the watery dance floor. Stand back, away from the water, and use Electro Bolt on the water to fry them both. Don't rush forward with the Wrench to finish them off though; the water amplifies the current and does the job for you. Wait for the electricity to dissipate and search the dance floor area for valuable items. Make sure to pick up the **Audio Diary** on the cocktail table to get an earful of the horrible events that took place during that last New Year's Eve celebration.

A Drink and a Smoke

There are dozens of types of consumable items such as Pep Bars, Cigarettes, and bottles of Arcadia Merlot scattered throughout Rapture. These items are instantly consumed upon being picked up and are good for the body—at least in moderation—and serve to give you a small boost in health and/or EVE. However, most consumable items also have an adverse impact as well, effectively lowering your health and/or EVE levels. Worse yet, drinking two or more alcoholic beverages in quick succession cause Jack's vision to become blurry and make it difficult to walk straight. Consult the "Life Underwater" chapter for a complete list of all consumable items and their effects.

Audio Diaries

Many of the residents of Rapture believed in keeping diaries, but instead of relying on the traditional pen and paper version—how passé—they instead utilized the latest in technological advances, the voice recorder! There are dozens of Audio Diaries scattered throughout the city for you to collect. You don't need to find them all (unless you want to earn the "Historian" Achievement), but these audio diaries do reveal a good amount of background information on Rapture's main players and help you understand more of the story. We have marked each and every Audio Diary on the accompanying maps in this guidebook and also have a complete listing of all of their locations on the "Achievement Guide" side of the foldout.

Return up the stairs to the main hall of the Kashmir Restaurant and give the area a thorough looking over for items and money. Another **Audio Diary** can be found in the "Dames" restroom. Kill the Thuggish Splicers that appear and head through the hole in the wall of the men's bathroom to the theatre balcony.

FOOTLIGHT THEATRE

Slowly step out onto the scaffolding that is high above the floor of the theatre and listen to Atlas as he explains just what that little girl below you really is. Tiptoe across to the other side of the scaffolding and descend the stairs. Watch as a Thuggish Splicer attacks the Little Sister and is promptly annihilated by her protector, the Big Daddy. Little Sisters and Big Daddies have a symbiotic relationship of sorts. She gathers the Adam they need and he keeps her safe. You can't get to the Little Sister without going through the Big Daddy—and few individuals get through a Big Daddy!

"You think that's a child down there? Don't be fooled. She's a Little Sister now." - Atlas

Use the Wrench to break the lock from the gate and continue around the corner past the Vita-Chamber. The Leadhead Splicer that attacks is quite durable and won't be felled with a simple swing of the Wrench. Consider using the Pistol against her; either that, or hit her with a blast of Electro Bolt to close the distance and move in for the death blow.

TRANSIT HUB

Use Electro Bolt to fry the two Thuggish Splicers near the small waterfall at the base of the stairs. Gather up the items from the three storage crates on the floor of the Transit Hub and approach the tunnel leading to Neptune's Bounty.

BIG DADDIES MEAN BIG PRIZES!

Keep your eyes peeled for the corpses of Big Daddies, since they routinely possess lots of money and other valuable items. Stumbling onto the corpse of a Big Daddy is like stumbling onto a rich man's wallet. It won't happen often, but it's nice when it does.

Just as you near your destination, the gate suddenly slams in your face and an alarm rings out. Move to the pool of water and use Electro Bolt to fry the pairs of Splicers that leap down from above. An additional Thuggish Splicer moves in from the right, zap him with your plasmid power and knock him out with the Wrench. Eliminate all five Splicers that appear (while being careful to avoid the flame-throwing Security Turret behind the gate), then search the corpses and Lockboxes in the pool of water for items.

OBJECTIVE: HEAD TO MEDICAL!

3 Your way to Port Neptune has been blocked by Andrew Ryan. Atlas has told you there is another way to reach Port Neptune through the Medical Pavilion. Get there now!

Atlas is able to open the way leading to the Medical Pavilion, so all is not lost. Head down the corridor opposite the locked gate and jump over the debris. You'll soon reach a small room filled with television monitors and a large airlock. It's another trap, only this time the mysterious Andrew Ryan you've been hearing about appears on-screen to chat with you—and he's clearly not happy you've come. Atlas gets the airlock open in time for you to make your way to the Medical Pavilion before the army of Thuggish Splicers break through the glass walls and attack.

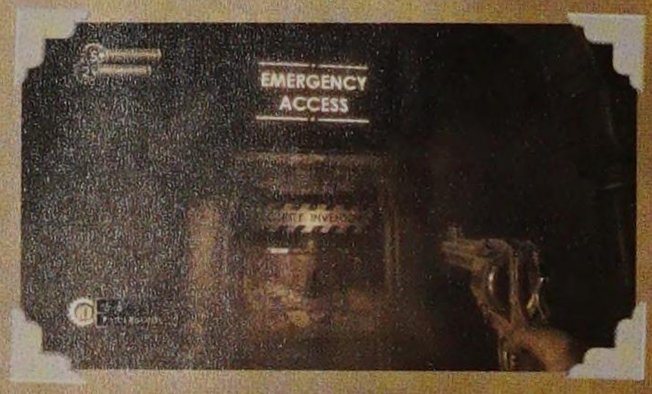
MEDICAL PAVILION

One can't blame Jack if he thought he found providence while dragging himself out of the water and up the stairs of the lighthouse, but it's beginning to look as if his descent into the city of Rapture may well have been a trip straight to hell. Despite his miraculous self-rescue he is now running for his life, trapped in an underwater world that is inhabited by bloodthirsty, pipe-wielding mutants and little girls who play with big needles.

Yet, despite the crazed creatures trying to kill him and the mysteriously sinister Andrew Ryan who has yet to reveal himself in person, Jack can at least take comfort in knowing that he isn't alone. There is at least one person who doesn't wish him harm—Atlas. Atlas may seem to be more interested in saving his family than he is in playing the role of the happy welcome wagon, but Jack will take any help he can get at this point.

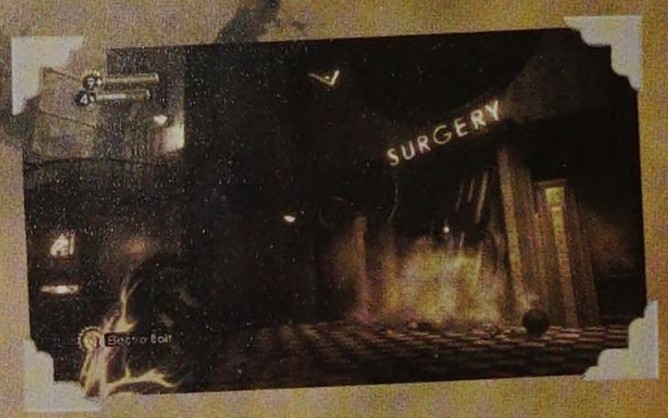
OBJECTIVES

1
Use Emergency Access Route.

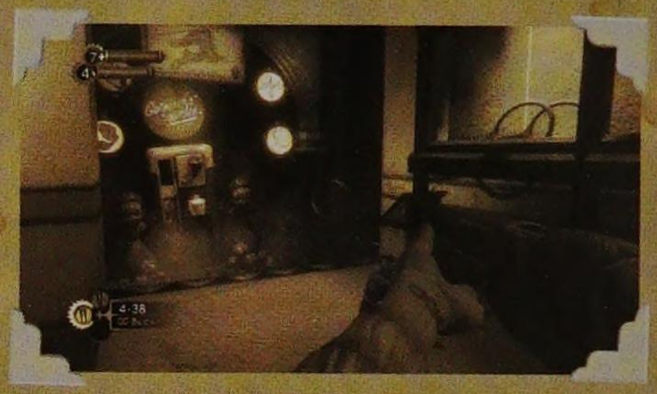


2
Get the key from Steinman.

3
Destroy the debris.



4
Find Telekinesis.



5
Open the Emergency Access.

LITTLE SISTERS

This Little Sister is in the Lounge and will be unprotected when you find her. The Lounge is accessible only after defeating Dr. Steinman.

You encounter this Little Sister and the Bouncer that protects her en route to Emergency Access, after securing Dr. Steinman's key. They're located near the Foyer, so be prepared!

NEW DISCOVERIES

Plasmids and Tonics

Hacker's Delight	Converts the current from hacked machines into health.
Incinerate!	Allows Jack to shoot fireballs from his left hand that burns enemies and oil.
Security Expert	Reduces difficulty when hacking Turrets, Security Bots, and Security Cameras.
Wrench Jockey	Increases Wrench damage.

Plasmids and Tonics

Speedy Hacker	Slows current flow during all hacking.
Telekinesis	Makes it possible to catch and throw objects using mind control.
Static Discharge	You emit a burst of electricity when struck, damaging all around you.

Weaponry

Machine Gun	Fires rapid spray of bullets that do small piercing damage. Best against groups of enemies.

Weaponry

Shotgun	Fires wide burst of pellets that do moderate piercing damage and are most effective at short range.

Enemies

Nitro Splicer

Nitro Splicers are the mad bombers of the Splicer family. They lob explosives with surprising frequency and are able to withstand numerous attacks.

Dr. Steinman

A very strong surgeon who attacks with a Machine Gun and can withstand numerous attacks.

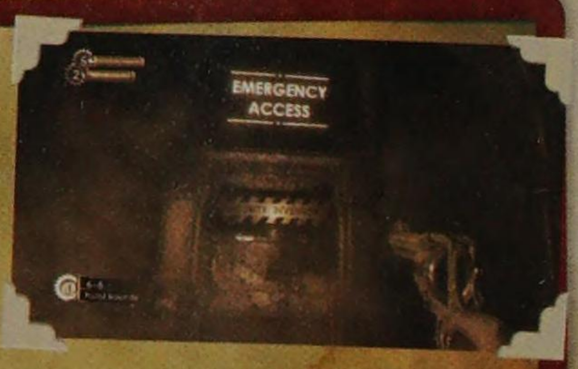
Bouncer

The Bouncer is a type of Big Daddy that doesn't fire a gun, but instead swiftly charges forward and drills into its target. It is extremely durable and packs quite a punch. Approach with caution!

FOYER

OBJECTIVE: USE EMERGENCY ACCESS ROUTE

1 There is an Emergency Access Route near the entrance to the Medical Pavilion. Use this emergency bathysphere to reach Neptune's Bounty.



Thanks to Atlas's quick work of the locking mechanism you were able to escape Andrew Ryan's trap and flee to the Medical Pavilion Foyer. Note the location of the Vita-Chamber on the left and head off in the direction of the clown's voice. The Circus of Values vending machine is a great source of items that can be purchased with the money that you acquire from containers and corpses.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER

HACK FIRST, SHOP LATER

Before you go shopping at the Circus of Values, make sure to hack the Security Bot stuck between the sliding doors to the right. The Security Bot serves as a hacking tutorial of sorts and, once you successfully hack it, you'll be able to hack the vending machines you encounter to gain access to otherwise unavailable items and also lower the prices of all goods. See the "Life Underwater" chapter for a complete listing of the item costs before and after hacking.

The Hacker's Guide to Mechanical Overwriting

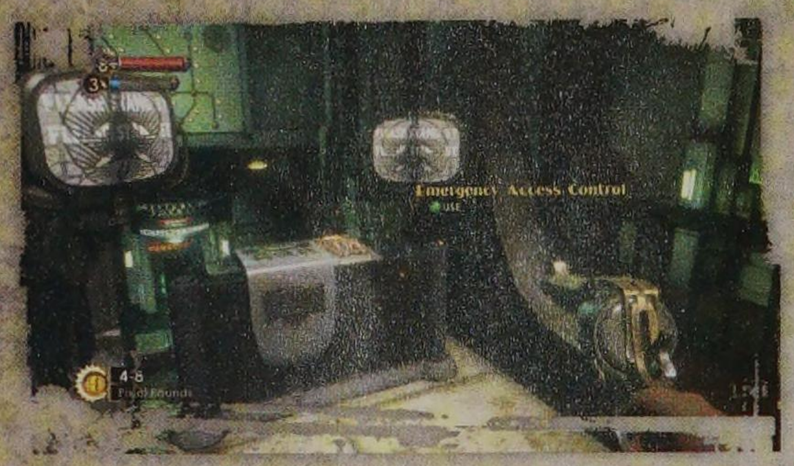
Learning how to successfully hack electronic devices and safes can go a long way towards ensuring your survival in Rapture. Whether you hack a Security Bot to gain a robotic ally, or simply pick the lock on a safe and find some much-needed First Aid Kits and ammunition, knowing how to hack effectively is vital.

Hacking is done by redirecting the circuit flow in the machine, shown as a blue viscous liquid. Uncover tiles and swap them out to create a continuous conduit that leads from the source of the circuit flow to the goal. There are hazardous pieces on the grid that can cause an electrical overload, a security alarm to trigger, or even speed up the rate of flow. Overloading the system or failing to direct the flow properly results in significant physical damage to Jack so be careful!

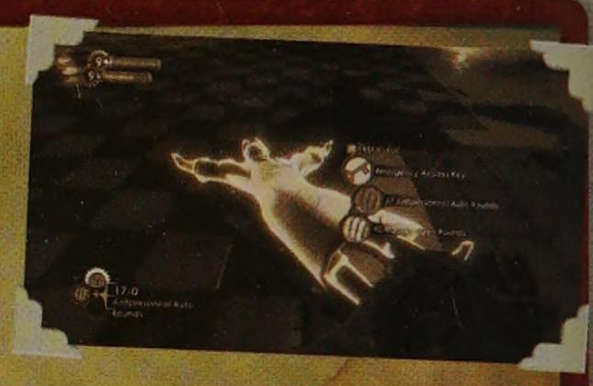
Hacking starts out pretty easy, but it gets much tougher. Fortunately, there are plenty of tonics that can help make hacking easier. Also, it's possible to do a Hacking Buyout at the start of the hacking process. Lastly, Auto-Hack Tools exist that can be used to automatically hack a machine. Read more about hacking in the "Life Underwater" chapter of this book.

EMERGENCY ACCESS

Purchase as many EVE Hypos, First Aid Kits, and Pistol rounds as you can from the Circus of Values and head into the Emergency Access area, beyond the Security Bot stuck between the doors. Hacking this Security Bot makes it your ally; watch as it flies towards the Leadhead Splicer around the corner and opens fire! This Security Bot proves valuable in the coming minutes. Climb the stairs to the Control Panel and activate it to try and unbar the gate. This sets off a security alarm, but also opens the door behind you.



OBJECTIVE: GET THE KEY FROM STEINMAN.



2 **The Emergency Access Bathysphere can only be reached with a special key. Atlas has informed you that Dr. Steinman has the key. Steinman works at "Aesthetic Ideals" in the surgical wing of the Medical Pavilion. Find him and get the Emergency Access key.**

"Now you've rattled the monkey cage. Here they come." – Atlas

Enter the narrow corridor beyond the control panel to find a **Machine Gun** near an Electrical Override switch. Grab the new weapon, flip the switch, and take aim at the gaggle of Splicers streaming down the stairs in the foyer below. These Thuggish and Leadhead Splicers make their way into the Emergency Access area and attack fast. Eliminate as many as you can with the Machine Gun from the balcony above the foyer, then head back down the stairs to where the Security Bot can be of more help. Use the Electro Bolt plasmid to stun them, then open fire with the Machine Gun—there's simply too many here for the Wrench to be very effective. Once the last of the assailants have been defeated, head back to the foyer and go up the stairs and down the hall towards the surgery wing.

FOYER CONTINUED

Use the door control to access the blood-stained primary lobby area of the Medical Pavilion. As with any hospital, there are several distinct wings that you can head to: the surgery wing is to the right, the dental wing is down the stairs, and the crematorium and funeral parlor are up the hall to the left.

Equip Electro Bolt and peek out from around the corner towards the Turret on the far side of the wall. Quickly stun it with Electro Bolt then rush forward to hack it before it resumes firing. Gather up the Audio Diaries and secure the immediate area for any stray Splicers roaming the halls. There is another Turret hiding in the supply closet just north of the desk with the cash register—stun it with Electro Bolt through the hole in the wall, then run around to the opening to hack it. These two Turrets, in combination with the Security Bot you hacked earlier, should defeat each of the Leadhead Splicers that attack—this tactic helps you conserve ammunition.

Health Stations

The Health Station on the wall beyond the reception area can be used to fill Jack's health for a cost. It can also be hacked which not only lowers the cost of using it, but also causes the Health Station to deal damage to Splicers who try to use it. Lastly, it's possible to destroy a Health Station in hopes of gaining several First Aid Kits. This isn't a definite, however, and it will render the Health Station unusable for future visits.

Hit up the registers on (and behind) the counter for some extra money, then stop at the Circus of Values and El Ammo Bandito vending machines in the north corner to load up on ammunition. Dr. Steinman's "Aesthetic Ideals" cosmetic surgery practice is due west at the far end of the lobby. Head through the large door on the walkway, above the stairs leading down to the dental wing. Continue through the glass-walled tunnel, while taking note of the Big Daddy and Little Sister in the corridor off to the left.

SURGERY FOYER

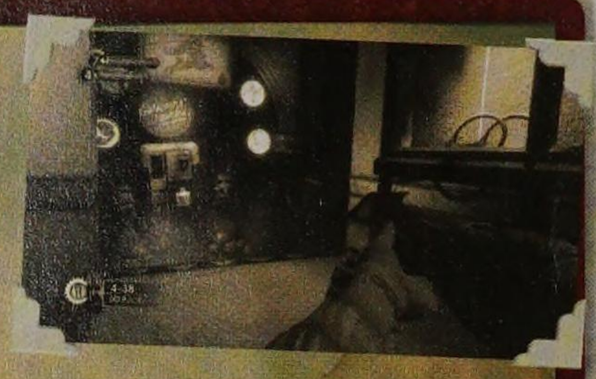
OBJECTIVE: DESTROY THE DEBRIS

3 **Use something explosive to destroy the debris which is between you and Steinman's surgical suite.**

Dr. Steinman was apparently expecting you and isn't taking any new patients at the moment. He quickly retreats into his surgery area and detonates an explosive at the door, effectively sealing himself in behind a pile of debris. There's nothing you can do now but have a look around and return the way you came to the main lobby.

OBJECTIVE: FIND TELEKINESIS

4 Atlas thinks that Telekinesis is what you need to destroy the blockage. Some ads on the wall suggest you might find the plasmid at a place called Dandy Dental.



Kill the Thuggish Splicers that have entered the lobby area and descend the stairs towards the dental wing. The entrance to the dental wing is currently blocked with an enormous ice block—Rapture's leaking alright! Before you can get to the Telekinesis plasmid, you need to find one that can melt that ice. Use Electro Bolt to open the door to the office and take the Auto-Hack Tool from the desk. Head back up the stairs and draw your gun as you make your way down the hall towards the woman's voice near the Eternal Flame crematorium area.

ETERNAL FLAME CREMATORIUM

The woman's sobs are instantly silenced by the explosion that blows open the door to the Eternal Flame. The source of the blast is the Nitro Splicer on the other side. Nitro Splicers resemble a mad scientist and take great joy in hurling their homemade bombs at you. Strafe left to right to avoid the blasts and use Electro Bolt to stun them. Once you've stunned them, switch to the Pistol or Machine Gun and open fire on their head—you don't want to take too many chances with these guys!

Go through the door to the cold tile-covered morgue. Equip the Pistol with Armor-Piercing ammo and take aim at the Security Camera on the distant wall, beyond the furnace.

HACKER'S DELIGHT

Activate the Furnace Control to slide the corpse into the fire. Be patient and wait for the corpse to be cremated. The door soon opens revealing the Hacker's Delight tonic partially buried in the pile of ashes. This Physical Tonic converts the current from hacked machines into a healing agent. Equip this tonic and watch as you regain lost health through hacking machines!

Head up the stairs in the corner of the room and use the Electro Bolt and Pistol to kill the Leadhead Splicer humming to herself off to the left. Crawl through the small opening in the wall to the left of the oil slick and pick up the **Incinerate!** plasmid. This powerful plasmid enables Jack to set things on fire with his hand. This not only burns enemies and flammable objects, but can also be used to ignite oil slicks and melt ice.

Numerous Thuggish Splicers instantly surround the small office you found the plasmid in, but have no fear! There is an oil slick leading out through the opening and around the perimeter of the office. Ignite the oil with your newly-discovered, fire-spewing ability and watch as the Thuggish Splicers catch fire and writhe in agony.

Wait for the flames to go out, then crawl back through the opening and search the charred corpses for money. Descend the stairs in the far corner and return to the main foyer. Use the Incinerate! plasmid to melt the ice near the doors on the right to enter the Twilight Fields funeral area.

TWILIGHT FIELDS

Kill the Thuggish Splicer around the corner to the right and note the number written on the piece of paper near the casket—it reads "0451". This is the combination to the keypad on the door behind you. Unlock the door with this combination to find some extra ammo, an EVE Hypo, and another Auto-Hack Tool.

Cross the room to the other viewing area to find another Thuggish Splicer located behind the desk. Drop her with the Pistol, then take cover behind the desk to avoid the fire from the Turret that emerges. Hack or destroy the Turret to remove the threat, and then open the safe on the wall above it.

SAFE

Contents: 25 Dollars, 9 00 Buck, 3 Armor-Piercing Pistol Rounds

The safe is on the south wall in the funeral parlor, just above the Turret. Use the Auto-Hack Tool found in the locked storage room to open it with ease.

Head through the door to the mortuary room and wade out into the water at the base of the steps. The lights flicker on and off, but do not worry. Grab the **Security Expert** tonic off the shelf and return to the main lobby area. Once there, descend the stairs and use Incinerate! to melt the ice.

KURE ALL

Quickly take out the Thuggish Splicer beyond the ice and poke your head through the door on the left. A Leadhead Splicer is in this area, but that's not all. Don't go through the doorway until the Leadhead Splicer has been eliminated!

ROCKET-FIRING TURRET!

There is a Turret in the next room, to the far right. Kill the Leadhead Splicer, then switch to Electro Bolt and quickly step through the doorway and shock the Turret. Move in fast to hack it before it starts firing again! After hacking the Turret, help yourself to the ammo and other items in this small alcove.

Proceed through the door on the left and use the Wrench to knock out the grate covering the ventilation shaft near the floor. Crawl through the opening to reach a small room containing the **Wrench Jockey** tonic. Return to the main room and put the Armor-Piercing ammo to use against the Security Camera around the corner to the left.

SAFE

Contents: 3 Armor-Piercing Pistol Rounds, 10 00 Buck, 78 Machine Gun Rounds

The safe is on the wall in the lower corner of the Kure All area. This is the portion of the room that is flooded. It's tough to hack so consider using an Auto-Hack Tool if you have one.

Exit the Kure All area to the downstairs lobby and locate the **Shotgun** lying in the center of the floor. Prepare yourself for a pretty short but intense fight and pick up the weapon. The lights dim, then suddenly a half-dozen Thuggish Splicers come charging out of the shadows. Use the Shotgun to beat them back.

Backpedal in circles while pumping the pipe-wielding cretins full of lead.

PAINLESS DENTAL

The Turret in the locked room to the left begins firing through the window. Let it shatter the window glass, then hit it with Electro Bolt to stun it. Jump onto the ledge and crawl through the window to hack it. This lets you explore the southeast corner of this wing of the Medical Pavilion to find the **Speedy Hacker** tonic.

Locate the ventilation shaft near the floor in the corner of the room and bash it open with the Wrench. Crawl through the opening above the pipes to the locked office and use the Pistol to shoot the fuel cylinder the Leadhead Splicer is sitting on. Scour the room for valuable items and be sure to grab the Auto-Hack Tool off the desk, then leave through the door to the left. The door to Chompers Dental Office in the southernmost area of the floor is currently locked, so head to the Health Station and go through the door to the Dandy Dental area.

DANDY DENTAL

Rob the register on the counter and wade out into the water in the far right-hand corner to find a safe in the wall. With the safe cracked, go through the automatically-raising glass door to find the **Telekinesis** plasmid. Since you only have two Plasmid Slots available right now, you may want to replace Incinerate! with Telekinesis so that you still have the ability to shock machines with Electro Bolt.

SAFE

Contents: EVE Hypo, First Aid Kit, 23 Dollars

The safe is on the wall near the windows looking out into Rapture. If you've obtained the Speedy Hacker tonic, this should be a very easy safe to hack.

Catch and Release With Telekinesis

This special plasmid gives you the ability to grab an object with your mental power—whether it be stationary or thrown at you—and then throw or drop it where you see fit. Use this power to catch grenades being thrown at you by Nitro Splicers or to move doors and other obstacles that block your path. It can also be used to pull out-of-reach items closer!

Hit the ball launcher control button and practice using your new Telekinesis powers on the balls being launched your way. Better yet, use Telekinesis to grab a racket and try to throw it at the ball mid-flight and see if you can hit it in the air. This doesn't win you any special items but it is fun and also good practice for when you encounter a Nitro Splicer.

Speaking of Nitro Splicers, there's one on the steps leading back up the main lobby. Catch his bomb and hurl it back at him to quickly win the battie against this formidable foe. Don't head up the stairs just yet though, first use your new plasmid to access the safe in the Chomper's Dental area. Once done, make your way upstairs and back to the surgery wing.

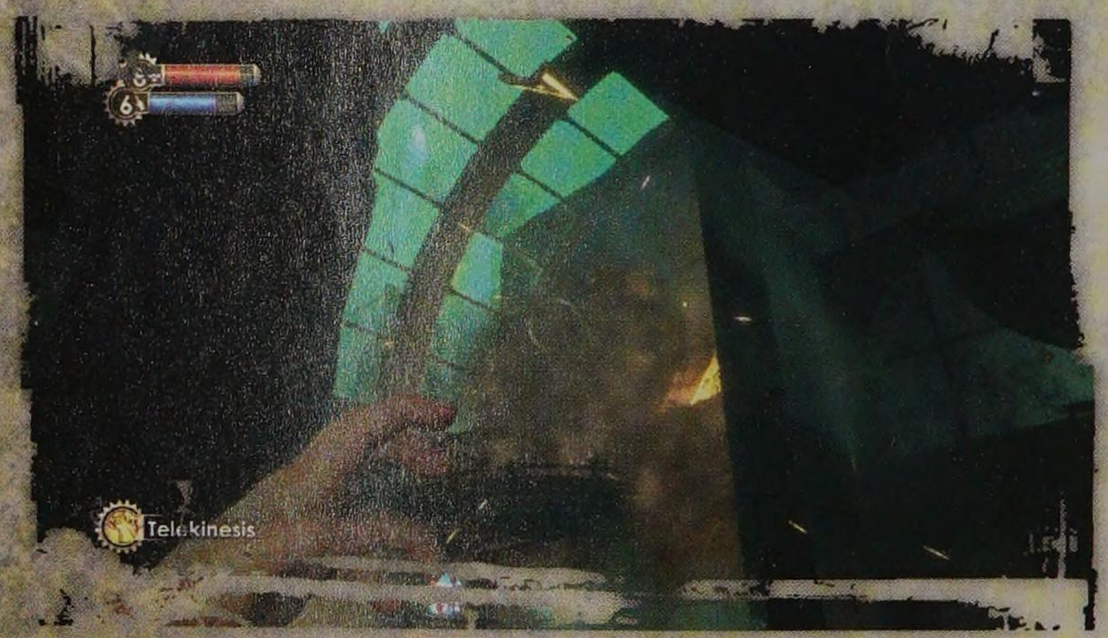
SAFE

Contents: 80 Machine Gun Rounds, 4 Armor-Piercing Pistol Rounds, 2 First Aid Kits

Use your Telekinesis ability to grab the key from the "key return" hook inside Chomper's Dental—approach the broken window where the dentist's corpse is draped—and unlock the door. Proceed to the southernmost examining room and eliminate the camera on the wall with two quick Armor-Piercing bullets. The safe on the wall near the window is easily hacked and well worth the trip.

SURGERY FOYER

A Nitro Splicer appears on the balcony above the Circus of Values vending machine. Have Telekinesis equipped and use it catch one of the grenades the Nitro Splicer throws. Once you've caught the grenade, turn towards the pile of debris blocking the entrance to the surgical wing and throw it. This clears the way for you to continue after Dr. Steinman. Load up on ammo and First Aid Kits at the vending machine and continue down the hall.



SURGERY

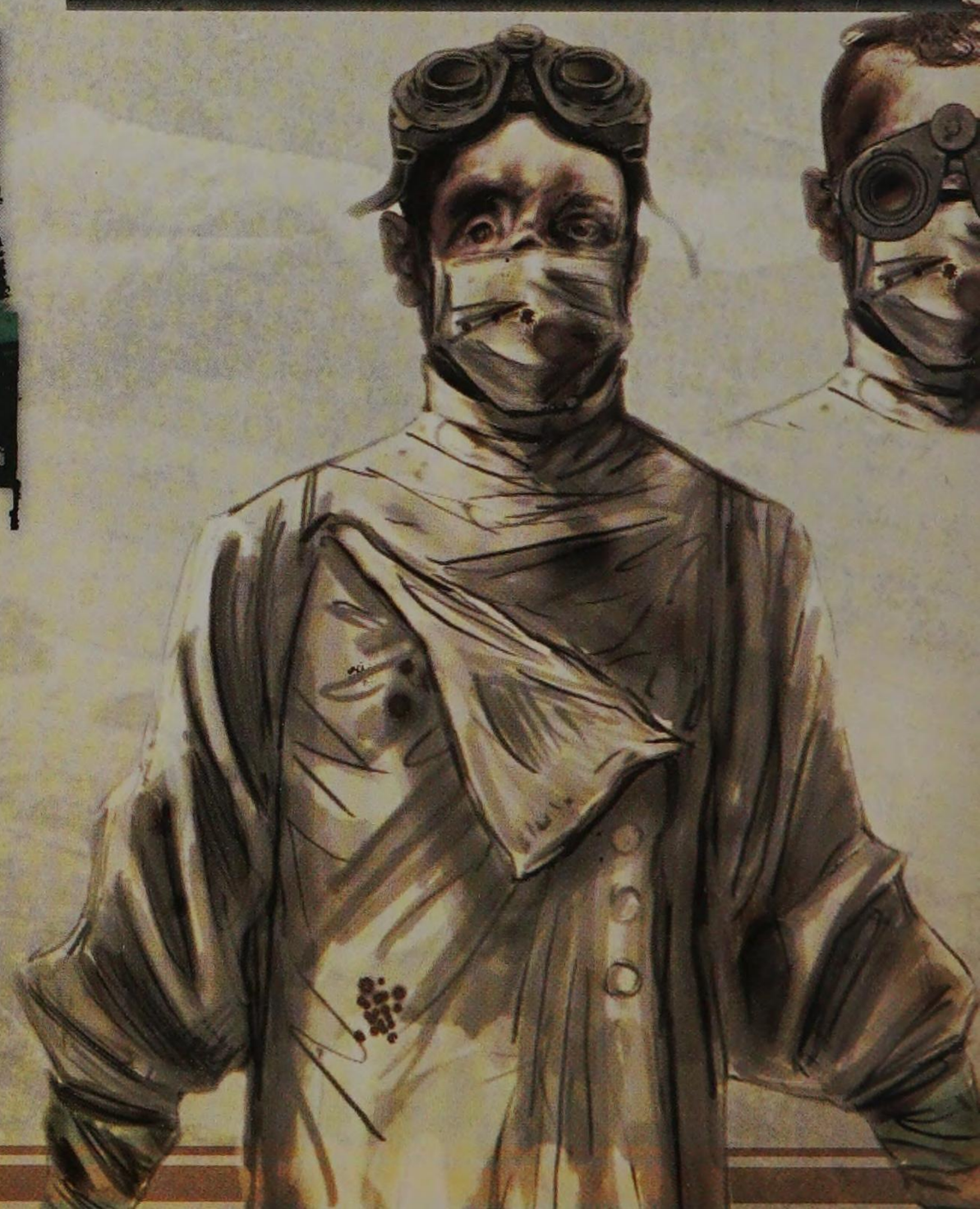
Dr. Steinman is just up ahead, beyond the metal gate. Approach the gate to attract the Security Bot's attention, then back away around the corner to get out of Dr. Steinman's view. Hit the Security Bot with the Electro Bolt and hack it to tilt the odds in your favor. By now the metal gate will be open and you can see to the task of relinquishing Dr. Steinman of his keys.

Destroy (or hack) the Turret beyond the gate where Dr. Steinman was located and approach the door on the right-hand side. Enter the operating room here and shock the Security Camera at the far end before it spots you. Take care of the Security Camera and collect the goodies on the desk—they'll come in handy soon enough!

SAFE

Contents: 31 Dollars, 2 Armor-Piercing Pistol Rounds, 2 First Aid Kits

Destroy or hack the Security Camera on the ceiling in the operating room, then approach the safe beneath it. The First Aid Kits in this safe are well worth hacking the safe for, especially with the impending battle against Dr. Steinman.



DR. STEINMAN

Dr. Steinman is the head surgeon in the Aesthetic Ideals cosmetic surgery practice and he is on a crusade to make the world a more beautiful place, one ugly person at a time. His methods are appalling and his disdain for symmetry often leaves his clients hideously disfigured. Those who don't die on the operating table often wish they had.

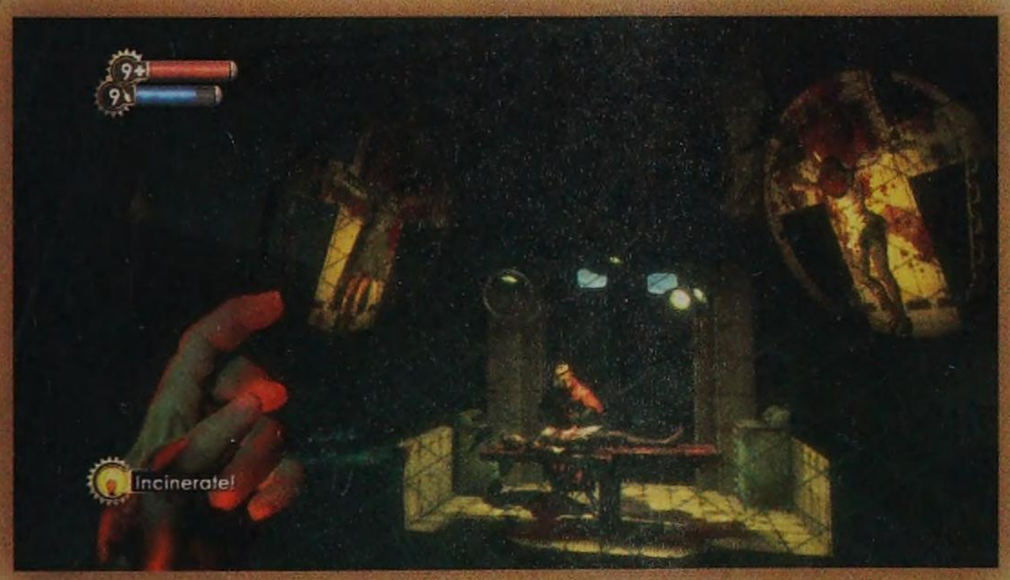
BOSS ATTACKS

Machine Gun

Dr. Steinman isn't about to use his operating saws or scalpels in this fight. Instead, he relies entirely on the Machine Gun he keeps by his side.

BATTLE PLAN

Approach the glass window and watch as Dr. Steinman loses his mind—what was left of it anyway—and maddeningly hacks into his patient with a knife. He'll soon calm down long enough to notice you watching him. He sees you as just another ugly person needing to be put out of their misery and opens fire at once.



Step aside, out of view of the window, and equip the Electro Bolt and Shotgun. Enter the room through either door and use the plasmid to shock Dr. Steinman in place so you can shoot him with the Shotgun several times. When the electricity dissipates, he'll start running away from you, all the while firing his Machine Gun. Dr. Steinman stays on the move, constantly running laps around his operating room and up the stairs and through the two doors near the observation platform where you were just standing.

If you hacked the Security Bot in the hallway earlier you will be glad you did. Not only will the Security Bot chase after Dr. Steinman and open fire on him, but it draws much of Dr. Steinman's firepower away from you. So while Dr. Steinman continues to run in circles firing at the Security Bot, you can cut him off near the doors, hit him with Electro Bolt and blast him with the Shotgun at a disgustingly close range. Monitor your health and EVE levels and replenish them accordingly. Thanks to the Security Bot and the abundance of Shotgun ammo that has been lying around, you should be able to pronounce the good doctor DOA within no time.

Malpractice Insurance

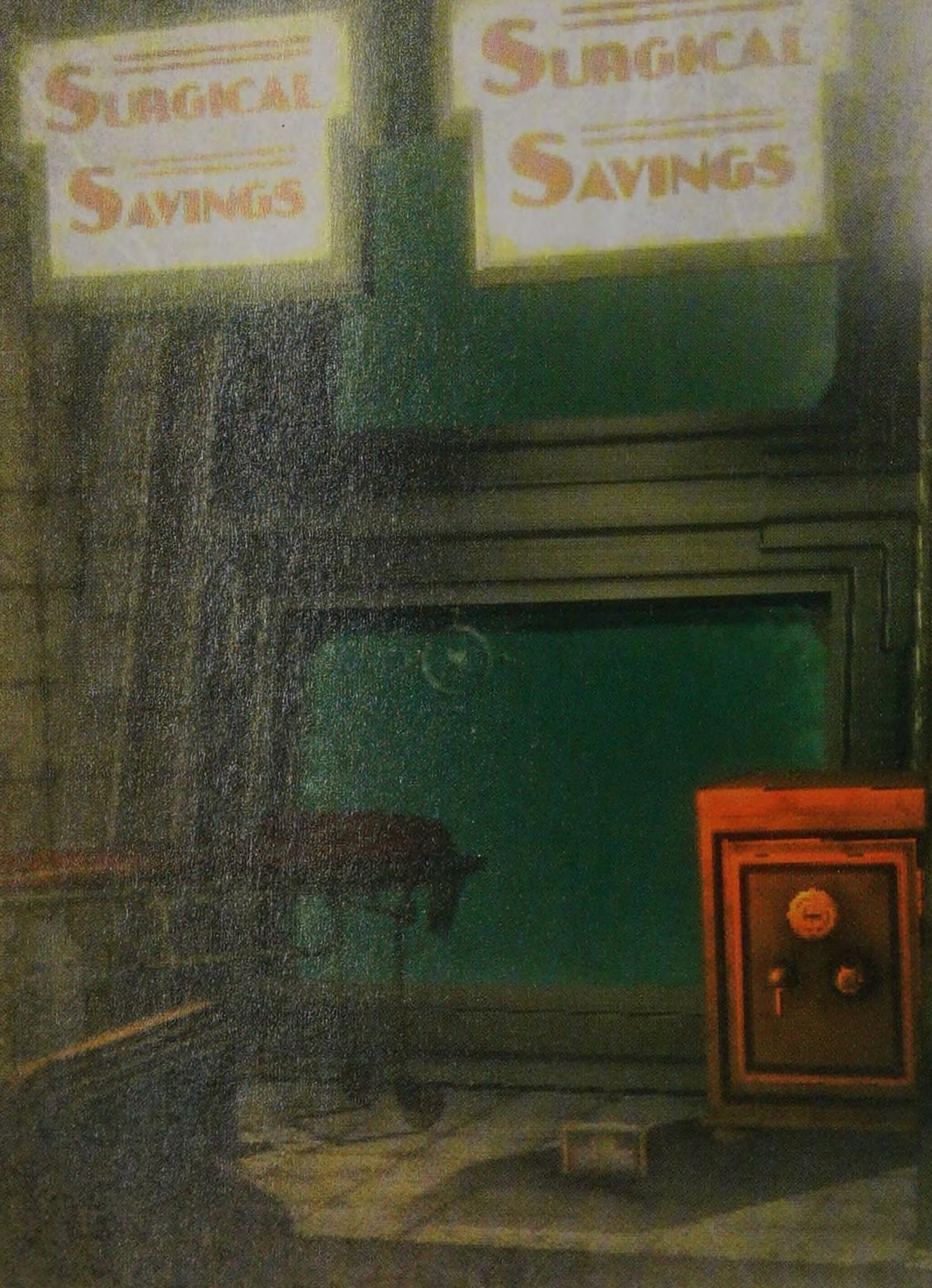
Need more help? If you have the Incinerate! plasmid equipped instead of Electro Bolt, go ahead and use it to ignite the oil slick near the operating table when Dr. Steinman goes near. On the other hand, you may be able to lure Dr. Steinman downstairs towards the water where you can then zap him really good with Electro Bolt if that's your plasmid of choice. Lastly, the cabinets scattered throughout the operating room have plenty of ammunition and the safe downstairs contains no less than three First Aid Kits. There are more than enough items here to get the job done.

OBJECTIVE: OPEN THE EMERGENCY ACCESS

5 Now that you have Steinman's key, return to the Emergency Acess area. Use the key at the Emergency Access panel.

HIDDEN AUDIO DIARY

There's an easy-to-miss Audio Diary on the corpse that Dr. Steinman was operating on. Make sure to search the body of the corpse to get it if you're trying to earn the "Historian" Achievement.



SAFE

Contents: First Aid Kit, First Aid Kit, First Aid Kit

This safe is on a desk in the water-filled lower level of Dr. Steinman's operating room. It's very easy to hack and could prove useful if you're having trouble defeating Dr. Steinman.

Take the Emergency Access Key and ammunition from Dr. Steinman's corpse and spend a minute searching the rest of the room for items before you begin the journey back through the Surgery Foyer and north towards the Lounge. The tunnel back to the main lobby has collapsed so you don't really have another choice.

It's Really Quite Shocking!

Five Thuggish Splicers attack in the Surgery Foyer on your way back through after killing Dr. Steinman. Quickly zap the water they're standing in with Electro Bolt to fry the whole lot of them at once! Be sure to pick up the Static Discharge tonic if you hadn't collected it on your initial pass.

"It's a Little One... Here's your chance to get some Adam." – Atlas

Little Sisters: To Harvest or to Rescue?

As you may have sensed by now, this is the big moral dilemma in *Bioshock*. What to do with the Little Sisters? These seemingly benign little girls carry Adam within them. Adam is a currency of sorts in Rapture and can be used to purchase additional plasmids and plasmid and tonic slots that can be used to ever expand your physical capabilities. With Adam, you can grow to be far more than just an ordinary man. Harvesting the Little Sister nets you large quantities of Adam—160 units to be exact—but do you really trust Atlas when he tells you it's the right thing to do?

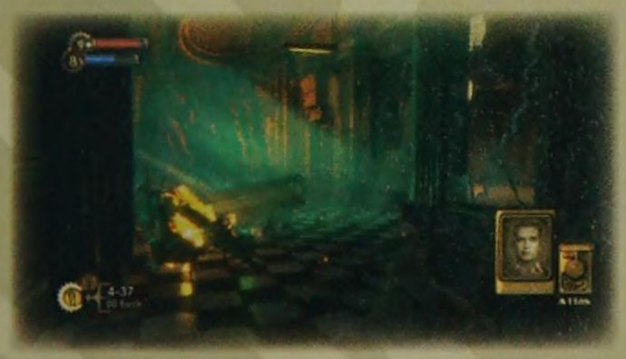
On the other hand, Tenenbaum has given you an ability to rescue the Little Sisters from the curse that plagues them. Rescuing a Little Sister only earns you 80 units of Adam, but has the potential to earn you other rewards from Tenenbaum as a sign of gratitude. Clearly how you approach the Little Sisters in Rapture has a severe impact on not only how many plasmids you'll likely acquire, but also on your relations with Atlas and Tenenbaum.

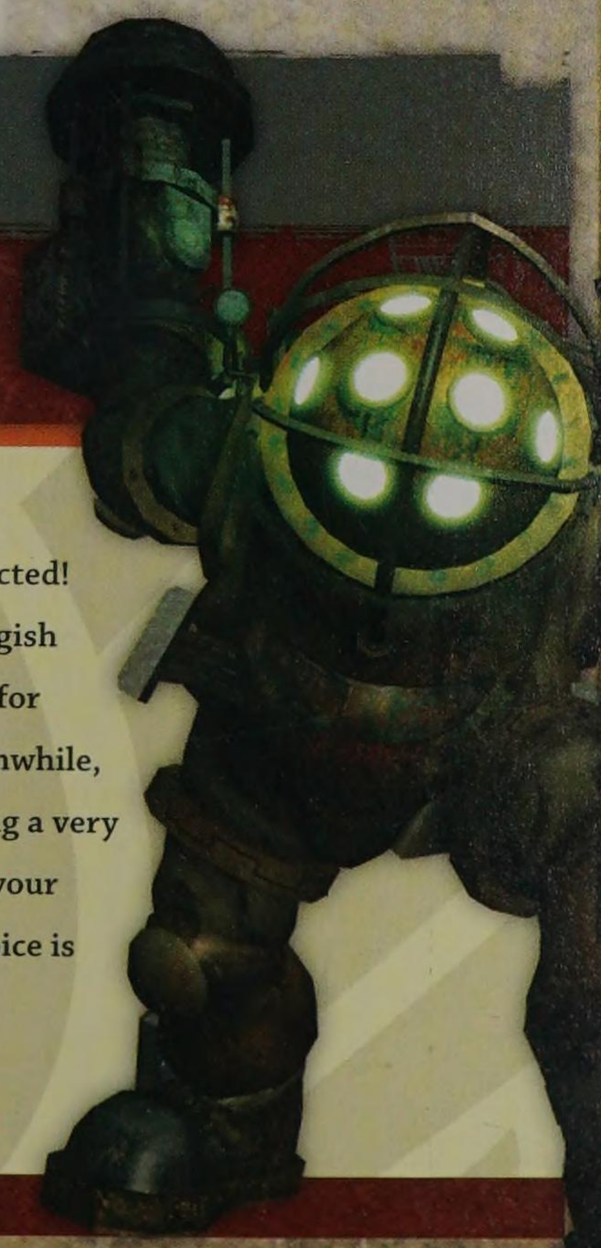
It is recommend that you harvest most (if not all) of the Little Sisters during your first play through of the game so that you not only get to experience one of the story endings but can acquire some of the most powerful plasmids and tonics and unlock as many Achievements as possible. This will also help you to decide which plasmids you enjoy using the most. Then, on a second or third play-through, try to complete the game without harvesting any of the Little Sisters. This will make powering-up your character much more difficult, but will earn you a different story outcome and also the "Little Sister Savior" Achievement.

LITTLE SISTER ENCOUNTER

BIG DADDY: Bouncer

You won't be far from the collapsing tunnel before a flaming Bouncer is thrown through the window in your direction. This could only mean one thing—there's a Little Sister nearby and she's no longer protected! Approach the door to the Lounge and watch as Tenenbaum tries to defend the Little Sister from a Thuggish Splicer in search of some Adam. She won't shoot you, thankfully, because she at least has some respect for the non-Splicers still left in Rapture. But Tenenbaum pleads with you not to hurt the Little Sister. Meanwhile, Atlas is whispering a very different tune in your other ear. The choice is yours.





City Directory

Make your decision regarding the Little Sister, then cross the Lounge to the north and use the Adam you just acquired to purchase upgrades from the Gatherer's Garden vending machine. You may want to purchase the Armored Shell, Health Upgrade, and EVE Link power-ups.

FOYER

LITTLE SISTER ENCOUNTER

BIG DADDY: Bouncer

Atlas radios you to warn of the Big Daddy and Little Sister up ahead in the Foyer. This is your first encounter with a living, breathing Bouncer so take a moment to top off your health and EVE levels and equip whatever weapon you have the most Armor-Piercing rounds for.

Before you can worry about harvesting or rescuing the Little Sister, you must get past the Bouncer protecting her. Use Electro Bolt to temporarily stun it, then open fire with the Armor-Piercing bullets. The Bouncer will not fire at you from a distance, but instead speeds towards your position and tries to drill into your body with its massive mechanical arm. Having the Static Discharge tonic equipped helps to knock it back and stun it when it does do so, effectively buying you some time to run. Try to keep as much distance between you and the Bouncer as possible and continue to use a combination of Electro Bolt and Armor-Piercing bullets to drop it.

DIFFICULTY CHECK

How did that battle go for you? If you found yourself continuously waking up in a Vita-Chamber from this first encounter with a Big Daddy, you may want to stop now and lower the difficulty setting. It's only going to get harder from here. Consider yourself warned.

Take the money from the Bouncer and do what you like with the Little Sister. Head back to the Gatherer's Garden in the Lounge for a quick pit-stop and purchase the Enrage plasmid—it should come in handy early on in Neptune's Bounty—and any other upgrades you can afford. Continue back through the Foyer to Emergency Access. Climb the stairs and use Dr. Steinman's key to unlock the gate and board the Bathysphere.

Rapture Metro

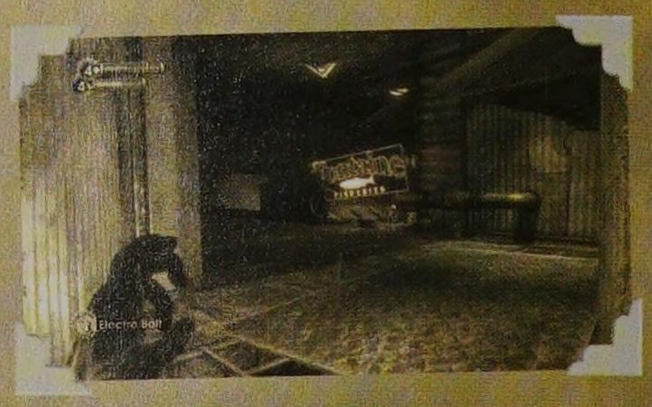
The underwater city of Rapture isn't entirely connected by glass-walled tubes and corridors—that would make getting around far too difficult. Instead, the city's planners installed Rapture Metro, a system of bathyspheres that can be used to effortlessly travel from one neighborhood to another. Think of it as your own personal subway service. You'll be able to use these bathyspheres to travel between districts within the city whenever necessary, but note that not all areas are currently on line. For now you can only travel between Neptune's Bounty and the Medical Pavilion. But have no fear, more areas will become available soon enough!

NEPTUNE'S BOUNTY

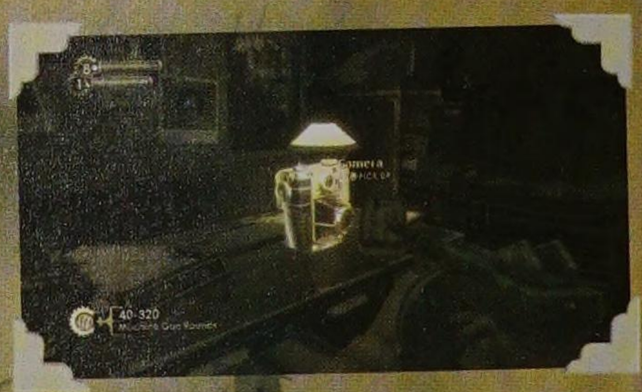
Getting here wasn't as easy as Atlas had made it sound, but Jack has finally reached Neptune's Bounty. According to the voice on the other end of the radio, there should be a submarine tucked away somewhere with a scared woman and children hidden inside. Jack can't help but wonder how many people the submarine can hold. Is there room for him on board? Is Atlas even planning on escaping or is he going to ask Jack to escort his wife and kids back through Splicer Central? For every minute Jack spends in Rapture he can feel his grip on reality slipping. But he does know this much; whatever originally brought people to Rapture has long since left port. The people here are every bit as trapped as he is, and that thought terrifies him.

OBJECTIVES

1
Go to Fontaine Fisheries.



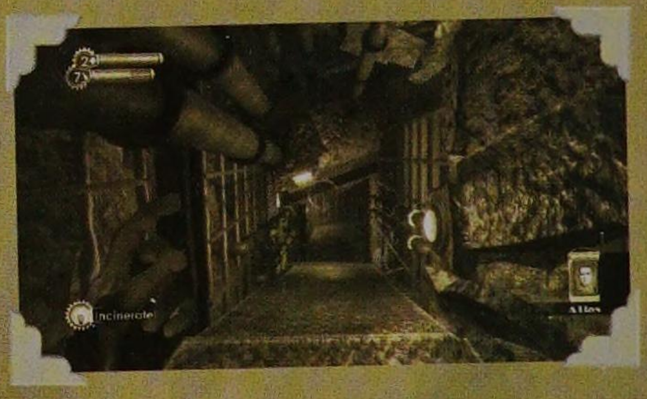
2
Find the Research Camera.



3
Photograph three Spider Splicers.

4
Return to Fontaine Fisheries.

5
Find the Submarine Bay.



LITTLE SISTERS

** Please note that these locations are approximate.*
The Little Sisters often move around to search for "Angels".

It won't be long before you encounter the first Little Sister in Neptune's Bounty. She and Rosie are walking around in the Lower Wharf.

The second Little Sister can be found in the Upper Wharf. Go through the door at the top of the stairs and turn to the left to see her.

NEW DISCOVERIES

Plasmids and Tonics

Medical Expert	Increases the amount of health that is restored from First Aid Kits.
Security Bullseye	Make the Security Cameras and Turrets target your foes instead of you.

Plasmids and Tonics

Wrench Lurker	Quiets your footsteps and increases melee damage to unaware enemies.
Focused Hacker	Reduces the number of overload circuits during hacking.

Weaponry

Grenade Launcher	Launch various types of grenades, mines, and even missiles at enemies.

Weaponry

Research Camera	Take photos of enemies for research and gain combat bonuses.

Enemies

Rosie

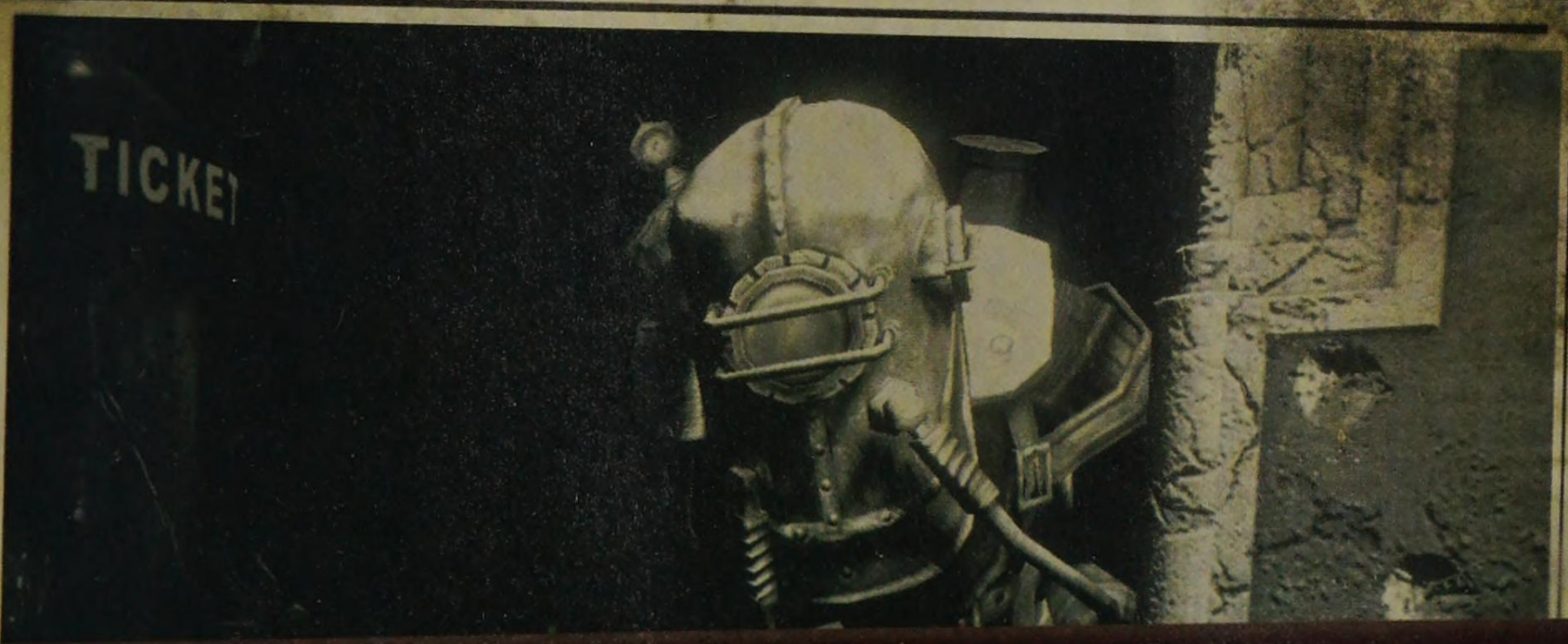
Rosie is a Big Daddy armed with a Rivet Gun and proximity Grenades. She's exceptionally strong and attacks at range.

Spider Splicer

Spider Splicers are extremely acrobatic and attack by throwing curved scythes while hanging from the ceiling. They can also attack at close range.

Peach Wilkins

Peach Wilkins is essentially a very strong Nitro Splicer who can rapidly throw firebombs with great accuracy.



Enter the Fighting McDonagh Tavern and crawl through the ventilation shaft in the wine cellar to head back to the entrance. Enter the tavern again to find the Little Sister and Rosie

RAPTURE DIRECTORY: YOU ARE HERE

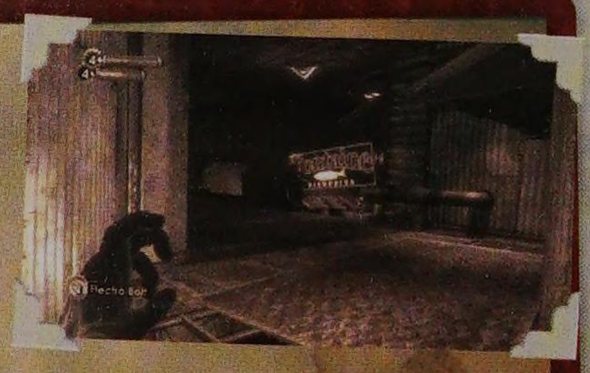
LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER

Neptune's Bounty

BATHYSPHERE STATION

OBJECTIVE: GO TO FONTAINE FISHERIES



1 Atlas' family is holed up in a submarine and desperately waiting for rescue. You need to get into Fontaine Fisheries to find the access to the submarine. Fontaine Fisheries is located in the Lower Wharf.

Gene Banks

The Gene Bank machine allows you to swap out plasmids and tonics from your available slots. Every tonic and plasmid in your possession can be accessed at each and every Gene Bank machine. Since you only have a few available slots in each track you need to access these machines to make changes to your current load out. The only other time you can make changes to your active set of plasmids and tonics is when you find a new one, and even then you will only be able to swap power-ups within that specific category.

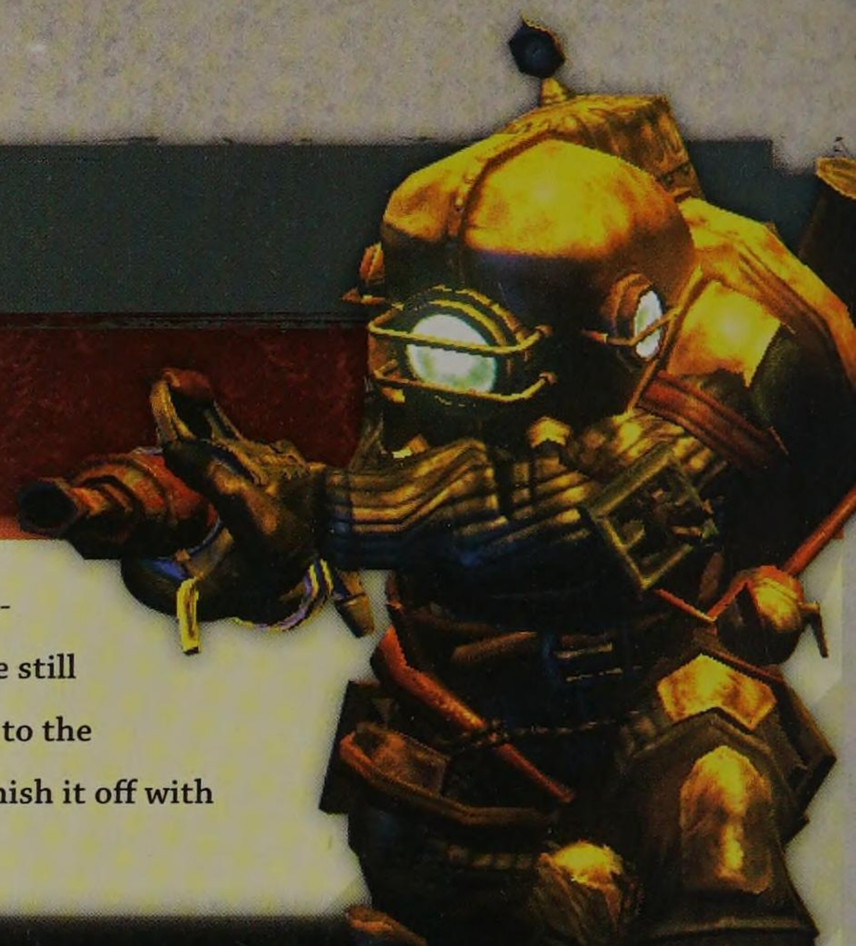
Use the Gene Bank to make sure you have the Enrage and Electro Bolt plasmids activated and continue up and over the debris pile to the left. Follow the corridor to the Health Station and hack it to lower the cost of using it, but don't destroy it! It just might come in handy before long.

DON'T BE AN INSTIGATOR!

Big Daddies only attack you if you throw the first punch, so to speak. Leave the Big Daddy and Little Sister alone and he'll do the same.

LOWER WHARF

LITTLE SISTER ENCOUNTER

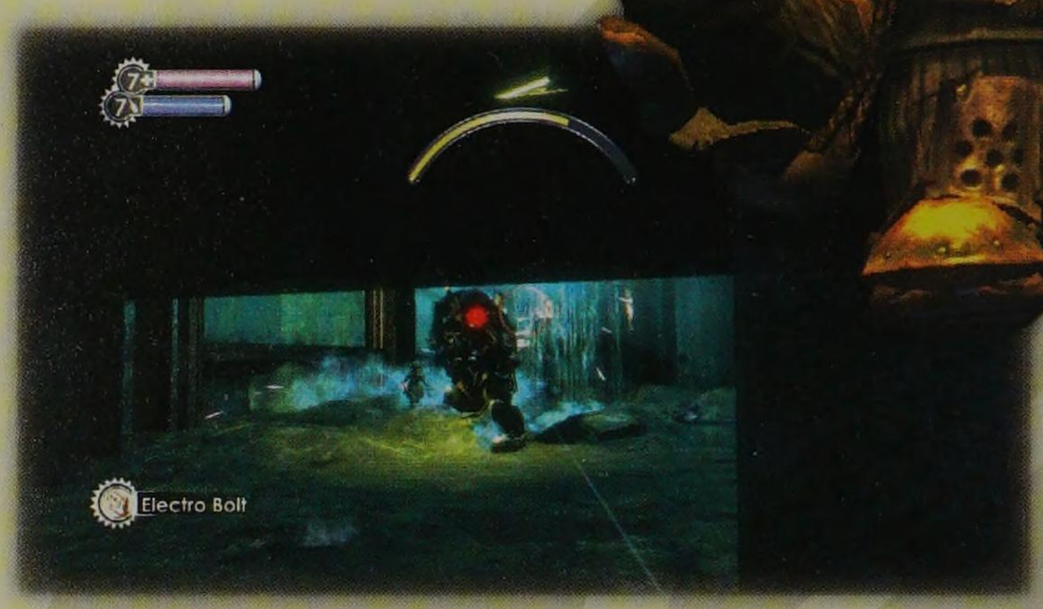


BIG DADDY: Rosie

There is a Little Sister located just inside the entrance to the Lower Wharf. As soon as you enter the Lower Wharf, turn to the left and jump off the boardwalk to the ground below. Use Electro Bolt to shock the Turret near the ramp ahead and hack it—this should prove helpful in the battle against the Big Daddy. Continue along the right-hand side of the area and crawl under the other boardwalk. Shock and hack the Turret located here as well and gather up the Audio Diary and other items. Grab the **Medical Expert** tonic near the water and take cover beneath either of the boardwalks.

Rosie is armed with a Rivet Gun that fires scorching hot rivets, albeit at a relatively slow rate. Rosie can also launch proximity grenades, so it's very important to keep on the move and strafe back and forth in and out of cover to avoid being hit by these very deadly attacks. Fortunately, there are several Nitro Splicers and Leadhead Splicers who join the party, and you can have them do your dirty work for you.

Hit the Rosie with the Enrage plasmid to have it attack the Splicers. They'll all start firing on each other, thereby completely ignoring you. While they attack one another, you can whittle down Rosie's health by hitting it with Electro Bolt and Armor-Piercing bullets. Watch for the red Enrage gel to fade away then hit it with Enrage again to make sure it continues to focus its aggression on the other enemies, if they're still around. Switch to the Shotgun and finish it off with Electric Buck.



Take the money from Rosie and head through the door to the right. Stay back out of sight of the RPG Turret in the distance under the neon signs and pick off the Leadhead Splicers one by one. Switch to Armor-Piercing bullets and use the Electro Bolt and Pistol to eliminate the Turret from afar. Now you can shop at the Gatherer's Garden in peace. Depending on how much Adam you have to spend, consider purchasing an additional Plasmid Slot, a Health Upgrade, and Winter Blast.

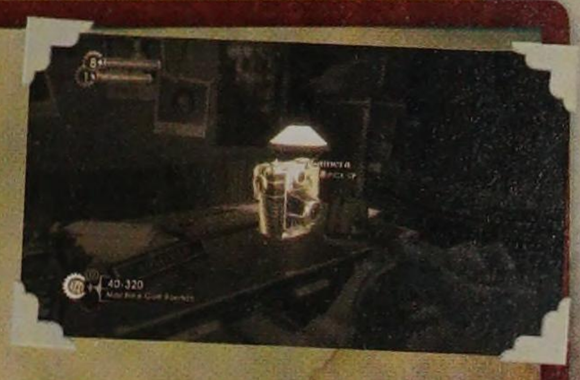
Turn to the east and jump down into the water below. Destroy the Security Camera under the dock and hack the disabled Security Bot near the corpse to the right—this provides some extra firepower here. Search the watery lower level fully, especially the gated cell where the corpse is undergoing shock torture—there's a well-hidden Audio Diary located here. The keypad controlling the gate can be hacked, but those listening closely to all Audio Diaries will know the passcode is "5380". Climb the stairs back onto the dock and walk up and over the pile of crates to Fontaine Fisheries.

FONTAINE FISHERIES

Collect the goodies on the table and knock on the door. The man who peers out from the other side of the mail slot is Peach Wilkins, an old coot who holes up in Fontaine Fisheries. He and Atlas aren't much more than casual acquaintances, and like everyone else in this every-man-for-himself society you don't get a favor from Peach Wilkins without first doing one for him.

OBJECTIVE: FIND THE RESEARCH CAMERA

2 **Peach Wilkins wants you to find the Research Camera in the Wharf Master's office, which is in the Upper Wharf. Atlas doesn't trust Peach, but he's your only way into the fisheries… and to the escape sub with Atlas' family inside.**



"I smell an ounce of Fontaine on you, and I'll have you in a box!" – Peach Wilkins

A monster suddenly drops from the ceiling and attacks. After a short time, Peach Wilkins will send out a Security Bot to drive this monster off.

EXTRA CORPSES

Use Telekinesis to grab hold of the corpses strung up in the rafters high above the floor in the room outside Peach's area. One of the two corpses up there has some valuable Exploding Buck.

Worth Getting Dirty Over

Look for the break in the metal grating on the walkway and crawl down underneath the Lower Wharf to find an Audio Diary, a First Aid Kit, and some Anti-Personnel ammunition among other things.

Take the **Grenade Launcher** off the conveyor that Peach Wilkins gives you and head back to the Lower Wharf. You'll get the perfect opportunity to try out your new toy right outside the door—fire a Frag Grenade into the far left-hand corner to take out the group of Leadhead Splicers all at once. Follow the signs up the stairs to the Upper Wharf and Wharf Master's Office.

UPPER WHARF

LITTLE SISTER ENCOUNTER

BIG DADDY: Rosie

Lure the two Leadhead Splicers roaming around the Upper Wharf towards you and hit them each with Enrage. This gets them to go after the Big Daddy across the room. The Leadhead Splicers should buy you enough time to use the Grneade Launcher to lay down some Proximity Mines in the middle of the room. Once they've been deployed, switch to Frag Grenades and open fire. Rosie is going to attack with its Rivet Gun, so you must stay on the move. Circle-strafe around the crates and large wooden spool in the center of the room to stay out of its reach and continuously hit it with Electro Bolt and Shotgun blasts.

There's an EVE Hypo on the floor near the crates and a First Aid Kit on the table, should you need it. Although you may be tempted to sprint to the north end of the area to get some separation from your foe, don't do it! There's an RPG Turret tucked away up that way and, if it's activated, it may prove too much to deal with while simultaneously trying to fight the Big Daddy.

SECURITY CODES GALORE!

If you're the type of player who likes to collect everything in the game and find all of the secrets, then do indeed take note of the Audio Diary on the floor in the corner of the Upper Wharf near the stuffed bear. Also, be sure to search the corpse next to that Audio Diary to find another one that reveals yet another security code to a different room.

Continue north towards the gate and use the Wrench to smash the chain and lock holding it shut. There's a Security Camera up the stairs on the left, so switch to Armor-Piercing ammo and very carefully step out towards the stairs to destroy the camera before it signals the alarm. Immediately access the Bot Shutdown Panel to the right of the stairs if the alarm sounds and use it to disable the Security Bots that appear. Use Telekinesis to get the Frag Grenades off the top of the wall and head up the stairs.

Climb the stairs with the Pistol drawn and fire two quick Armor-Piercing shots at the second Security Camera on the left. Hop over the crates to find plenty of Frag Grenades on the ground under the pipes and continue on to the Wharfmaster's Office.

WHARFMASTER'S OFFICE

The upper level offices are the most secure area in all of Neptune's Bounty and you really need to pay attention to the location of Security Cameras and RPG Turrets here if you want to get out alive. Before you can inspect the office on the left-hand side, or the prisoner cells in the center of the area, you need to loop around to the right where the security system is in place.

Although several Leadhead Splicers may come to attack, it's not worth hacking the Turrets in this case. Instead, zap them with the Electro Bolt to stun them, then quickly blow them apart with the Shotgun. Better yet, use the Electric Buck ammo for the Shotgun to do it all in one step.

Listen closely for the side-to-side motion of the Security Camera and beware the panning of the red security light. Use Armor-Piercing rounds to eliminate it quickly. Eliminate or hack the three Turrets near the jail cells (one is to the right upon entering and the other two are at the far end of the floor, near the camera). Once you have secured the area, crawl through the ventilation grate near the locked office door to search the office for items. There's a Security Camera inside, but the Bot Control Shutdown panel is also inside the room near the desk if you need it.

SAFE

Contents: 3 Antipersonnel Pistol Rounds, 2 Heat-Seeking RPGs, 33 Dollars

Crawl through the ventilation opening to enter the locked office on the left-hand side of the Upper Wharf. The safe is in this room near the desk. It is fairly simple to hack and well worth the effort.

When done raiding the security office, continue on towards the main Wharfmaster's Office. Crawl through the hole in the floor towards the Gene Bank and Vita-Chamber. The **Research Camera** is around the corner to the right on the desk.

OBJECTIVE: PHOTOGRAPH 3 SPIDER SPLICERS

3 Use the Research Camera to take a photo of three Spider Splicers (the ones who crawl on the ceilings). If you do this for Peach he'll let you into Fontaine Fisheries so you can locate the hidden submarine.

RAPTURE'S FAMOUS
Wissmuller
BEER
SINCE 1948

Attention Shutterbugs!

The Research Camera is a weapon of sorts, but not in the traditional sense. Instead of damaging the enemy, the Research Camera is used to capture the enemy on film. Depending on the quality of the photo, taking an enemy's picture can gain you up to three specific Research Bonuses that make your battles against that species of enemy much easier.

Each photo you take of an enemy helps to increase your research level for that enemy, but not all photos are created equal. Photos are awarded letter grades ranging from C to A based on the clarity of the subject, how close you are to it, and whether or not you catch it in action. You can also earn bonuses for capturing multiple enemies in a single photo or taking the shot while the enemy is attacking. Similarly, a photo of a duplicate enemy (not species, but individual) will result in a penalty and corresponding drop in your photo grade.

Although you have to monitor your Film levels just like ammunition, it's a good idea to keep the Research Camera at the ready at all times. This way you'll be able to quickly grab a photo of an enemy before you have to battle it. Continue taking photos of each enemy type until you've fully researched them all!

The Research Camera comes with enough Film to take 12 shots, but don't worry about running out, since you'll be able to buy more Film in no time. Start your photography career by taking a picture of the Spider Splicer in the neighboring room. Wait for it to approach the window and be sure to get as much of its body as you can. That's one, now you need to find and photograph two other Spider Splicers to complete Peach's request.

An explosion rips through the wall in the Wharfmaster's Office and provides you with a shortcut back to the Upper Wharf, not to mention a way over the gate below. Pick up the **Security Bullseye** plasmid and immediately put it to use against the Splicer standing in front of the Security Camera down below. Take a photo of the Security Bot that comes out to battle it, then drop off the ledge on the right to access the area that was otherwise gated off. Go south through the hallway to Jet Postal.

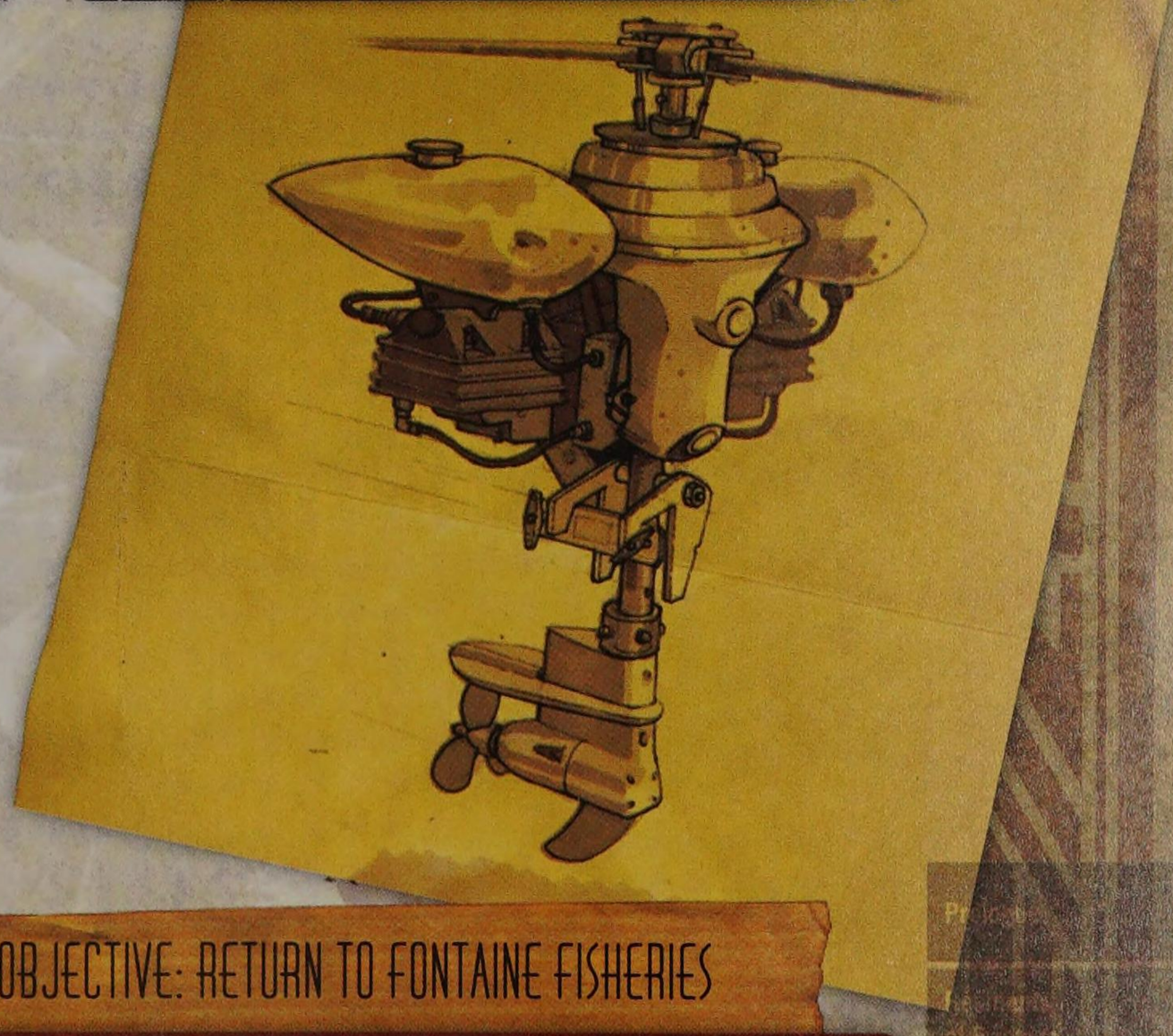
JET POSTAL

Use the Research Camera to acquire a couple of quick photos of the Leadhead Splicers in the glass tubes near the Security Camera and proceed to the right. Secure the front office of Jet Postal before going through the door to the sorting room in the back. There you find the second Spider Splicer—have the camera ready and try to get a photo of it during a cartwheel or while attacking for maximum points. Two down, one to go!

FREE TONICS!

Not only does taking photos of enemies give you combat bonuses, but you also earn free tonics too! For example, reaching Research Level 2 with a Leadhead Splicer gives you the Scrounger tonic. This valuable tonic allows you to perform a second search of corpses and containers for items that may have gone undetected originally.

Return to the glass tube hallways and proceed due east with the Research Camera in hand. The third Spider Splicer you need to photograph is in the hallway on the other side of the door. Quickly take a photograph to complete Peach's request; now all you have to do is bring the photos back to him in Fontaine Fisheries.



OBJECTIVE: RETURN TO FONTAINE FISHERIES

4 **Return to Fontaine Fisheries in the Lower Wharf and deliver the splicer research to Peach. Then, Peach promises to let you in so that you can find the hidden submarine bay and meet Atlas.**

You are a pretty long way from Fontaine Fisheries, so you might as well finish exploring this section of Neptune's Bounty before heading back to Peach, especially if you want to find the third Little Sister. Go up the stairs, past the Gene Bank and Circus of Values machines, and enter Fighting McDonagh's Tavern.

Welcome to Rapture
Medical Pavilion
Neptune's Bounty
Smuggler's Hideout
Arcadia
Farmer's Market
Restoring Arcadia
Fort Frolic
Hephaestus
Rapture Central Control
Olympus Heights
Apollo Square
Point Prometheus
Proving Grounds
Fontaine

FIGHTING MCDONAGH

Take out the Leadhead Splicers in the bar area and collect the numerous items and Audio Diaries scattered about. From here, you can head up the stairs, behind the bar, or into the bathrooms. Take the latter route first and spend the 5 credits to open the left-hand bathroom stall door—there are two Proximity Mines and an EVE Hypo in a hole in the wall.

Exit the bathroom and hop over the bar. Zap the short-circuiting door control panel with Electro Bolt to open the door and enter the wine cellar. There are a couple of enemies here and a Security Camera, but nothing you haven't seen before. Once done frying the lot of them in the water with Electro Bolt, use the Wrench to smash open the ventilation grate and crawl through it back to the tavern entrance. You should hear a Big Daddy stomping around by the time you reach the watery pond up ahead.

SAFE

Contents: Automatic Hack Tool, 4 Proximity Mines 3 Electric Buck

Go through the door behind the falling water in the basement and locate the small opening behind the crates. Push the crates aside and quickly destroy the Turret, so you don't get killed. Hack the safe inside this secret room with an Automatic Hack Tool, since you will get another one back.

LITTLE SISTER ENCOUNTER

BIG DADDY: Rosie

Crawl through the ventilation duct from Fighting McDonagh's wine cellar back towards the vending machines near the entrance. Doing so lures the Little Sister and Big Daddy out of hiding. Be sure to take photos of them before you initiate the fight! Head up to the bar and look around for any Splicers; if you see any hit them with Enrage, ready the Grenade Launcher, and the Heat-Seeking RPGs you found earlier.

Stand back from Rosie and hit it with the two Heat-Seeking RPGs while it battles the Splicers. Quickly switch to Frag Grenades and use them to finish it off before it has a chance to begin lobbing Proximity Mines at you.

Now it's time to head upstairs to finish searching the Fighting McDonagh. There are plenty of Leadhead Splicers running around in this part of Neptune's Bounty, so have the Research Camera in one hand and a fistful of lightning in the other. There are three rooms upstairs, one of which opens automatically, another of which requires Electro Bolt, and a third that can be hacked open or accessed by using the passcode "7533". Once done searching the upstairs of Fighting McDonagh, head back through the Upper Wharf, down the stairs to the Lower Wharf, and west towards Fontaine Fisheries. Just be sure to grab the **Wrench Lurker** tonic on the edge of the Lower Wharf near the Gatherer's Garden.

SAFE

Contents: 45 Armor-Piercing Auto Rounds, 3 Electric Buck, EVE Hypo

This particular safe is in the southernmost room upstairs in the Fighting McDonagh. The safe can be very difficult to hack—sometimes even impossible—so make sure you have plenty of health when you give it a try. You may want to buy out the hack or use an Automatic Hacking Tool if you have one.

FONTAINE FISHERIES

SPIDER SPLICER ON THE PROWL

There's a Spider Splicer running around the Lower Wharf that tries to keep you from reaching your rendezvous with Peach. The Spider Splicer can be very difficult to defeat at this point in time, depending on how many Research Bonuses you've gained, but do keep at it. Use Incinerate! or Electro Bolt and plenty of Machine Gun and Shotgun blasts to bring it down. The Automatic Hacking Tools and other items on its person will more than make it worth your while.

Return to Peach's door and give it a knock or two with the Wrench. Peach eventually opens the door for you, but he's not about to let you in with your weaponry. He doesn't trust anyone, so don't take it personally.

RELINQUISH YOUR WEAPONS

Not so fast. Peach won't let you into Fontaine Fisheries until you give him your weapons. Place them into the pneumatic tube that's sitting in the entrance to Fontaine Fisheries, and Peach will let you through.

Use Incinerate to melt the ice and pick up the **Focused Hacker** tonic. Use the Gene Bank to make sure you have Electro Bolt, Incinerate, and Enrage plasmids active, as well as the Wrench Jockey tonic, and drop your weapons into the pneumatic tube—you'll only have access to your Wrench and Research Camera for the time being. This is a good time to save your progress if you haven't done so recently.

FREEZER TOP FLOOR

PEACH WILKINS

Peach Wilkins has a tremendous fear of Fontaine and no amount of convincing from either you or Atlas can convince him Fontaine is dead and that you don't work for him. Peach has gone mad, utterly mad, and leaps from the shadows to attack shortly after dimming the lights.

BOSS ATTACKS

Firebomb

Peach Wilkins closely resembles a Nitro Splicer and has plenty of homemade explosives to blast you from here to Dandy Dental. The big difference between Peach and a Nitro Splicer is that Peach throws his explosives more frequently and with better accuracy. He's also a lot stronger and more mobile too!

BATTLE PLAN

It's important that you waste no time upon entering the freezers and head straight to the Security Camera on the right to hack it. Doing so not only eliminates the threat of being spotted, but also serves to sic the Security Bots on Peach and the Leadhead Splicers that appear. Once the Security Camera has been hacked, return to the entrance area and equip the Enrage plasmid. Use it to turn the Leadhead Splicers against Peach.

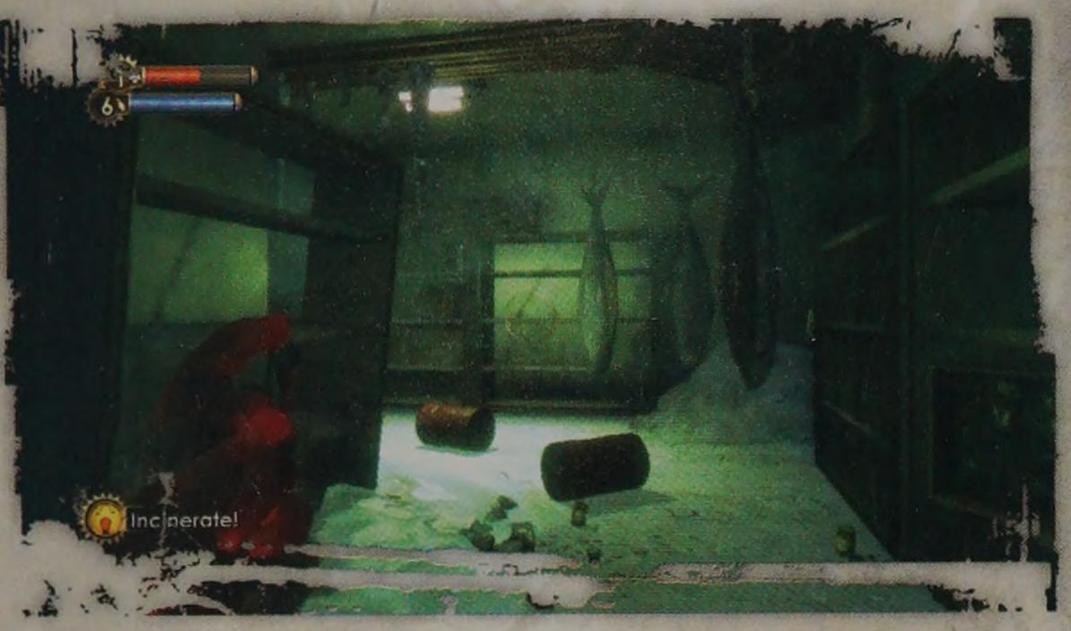
The addition of the Leadhead Splicers may seem a bit unfair at first, but they not only offer you a chance to use the Enrage plasmid, but they are also a source of guns. Peach knew what he was doing when he demanded you dump your weapons in the pneumatic tube, but that doesn't mean you can't pick up another Pistol from the dead Leadhead Splicers sprawled across the floor. This fight becomes much easier once you get your hands on a gun.

Peach Wilkins may sound like a feeble old man, but he's as ornery as they come. And tough too! Use Incinerate to slowly burn him for nonstop damage and, when the opportunity presents itself, run up to him with the Wrench and bash him over the head. You can continuously swing the Wrench by holding down the Attack Button—this is faster than tapping it over and over. Stay on the move and watch your health meter closely, since Peach's firebombs inflict a significant amount of damage quickly.

OBJECTIVE: FIND THE SUBMARINE BAY

5 **Find the secret passage that leads to the hidden submarine bay, then locate the submarine that holds Atlas' Family. Access to the submarine bay is hidden with Fontaine Fisheries.**

Once the battle with Peach has been won, take a moment to search the freezers on the left and right side of the room. Both freezers have plenty of valuable items frozen within the ice on their floors. Use Incinerate! to melt the ice and collect the items, then head down the stairs. Be sure to grab your weapons from the pneumatic tube on the landing (you no longer have all of your special ammo types, though).



FREEZER BOTTOM FLOOR

Power to the People

The vending machine directly in front of the stairs on the lower floor is a very special machine. The Power to the People machine gives out free weapons upgrades to those who access the machine. Yet, there is a catch! The machine shuts down permanently as soon as you make a selection. Since you can only use each Power to the People machine once, make sure you to choose wisely! See the "Arm Yourself" chapter for details on each weapon's possible upgrades, but for now you might want to select the Pistol Clip Size increase upgrade because it allows you to load 24 rounds into the Pistol at once.

Access the Power to the People machine at the base of the stairs and upgrade one of your weapons. Take a moment or two to melt all of the ice around the room, starting with the floes under the stairs. Crack the safe in the freezer on the right, then enter the freezer across the room and melt the ice blocking the secret passage to Smuggler's Cove. Follow the walkway out of Neptune's Bounty.

"Should be smooth sailing from here."
- Atlas

SAFE

Contents: 4 Antipersonnel Pistol rounds, 3 Electric Buck, Automatic Hack Tool

Enter the freezer on the east side of the room and kill the two Splicers inside. The safe is in the rear of the freezer, hidden amongst the piles of crates. Use an Automatic Hack Tool to open it quickly, as you'll just get another one back in return anyway.

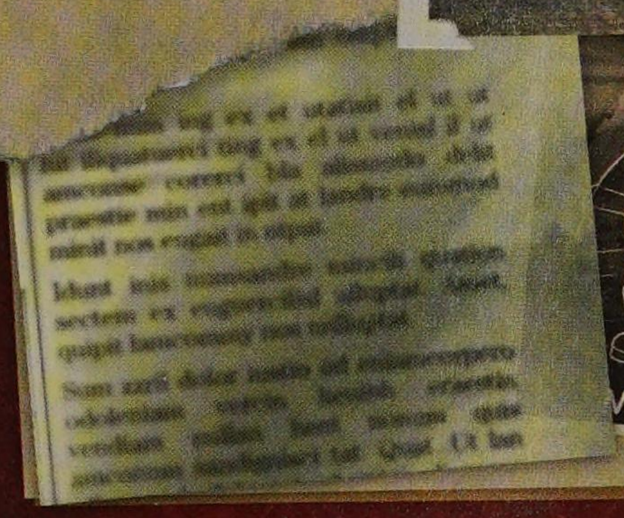
SMUGGLER'S HIDEOUT

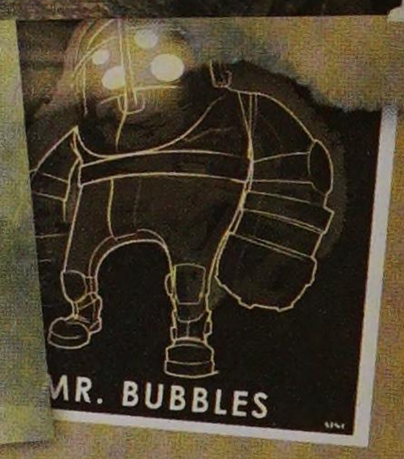
Finding the passageway the smugglers were using to get the contraband in and out of Fontaine Fisheries wasn't terribly hard—Jack just needed to think like a crook. That, and use his Incinerate plasmid to melt every chunk of ice he could lay his eyes on. According to Atlas, there should be a submarine not to far ahead with his family inside. If all goes well, Jack and his new buddy Atlas will be sunning themselves topside before long… And this entire horrifying experience will be over with.

OBJECTIVES

1
Find the Submarine Bay.

2
Open the Hatch.





3
Go to the Submarine.

4
Escape the Docking Bay.

FLOODED CAVE

OBJECTIVE: FIND THE SUBMARINE BAY

1 **Find the secret passage the leads to the hidden submarine bay, and then locate the submarine that holds Atlas' family. Access to the submarine bay is hidden within Fontaine Fisheries.**

Follow the narrow passage away from Fontaine Fisheries into the Flooded Cave. Search the numerous crates scattered throughout the area to see what kind of tasty vittles and spirits might be contained within and continue on past the Gene Bank.

Climb the rocky path to the Storage Cave with Electro Bolt on the ready—there's a Turret behind the crates that will begin firing before you can see it. Collect the items in the far corner near the Audio Diary and continue onward to the Control Room.

CONTROL ROOM

OBJECTIVE: OPEN THE HATCH

2 **Atlas is waiting for you to unlock the hatch that will allow him access to the submarine bay from the rear entrance. Operate the controls to let him in.**

"If you press that button, you'll learn what it means to truly be my enemy" – Andrew Ryan

You can see the submarine down below, now it's just a matter of accessing the control panel and opening the hatch for Atlas to reach his family. Pay no attention to Andrew Ryan's threats, as you not only have no choice but to open the hatch for Atlas, but Ryan has already tried to kill you several times anyway. Once more would only be par for the course.

Climb the rubble and use the Wrench to smash the lock on the gate. The control panel you seek is just around the corner on the right-hand side. Flip the lever and approach the window to get your first glimpse of Atlas. Just as he comes into view, Ryan springs his trap and locks you into the Control Room. While Atlas tries to unlock the doors remotely, a number of Spider Splicers drop from the ceiling.

RAPTURE DIRECTORY: YOU ARE HERE

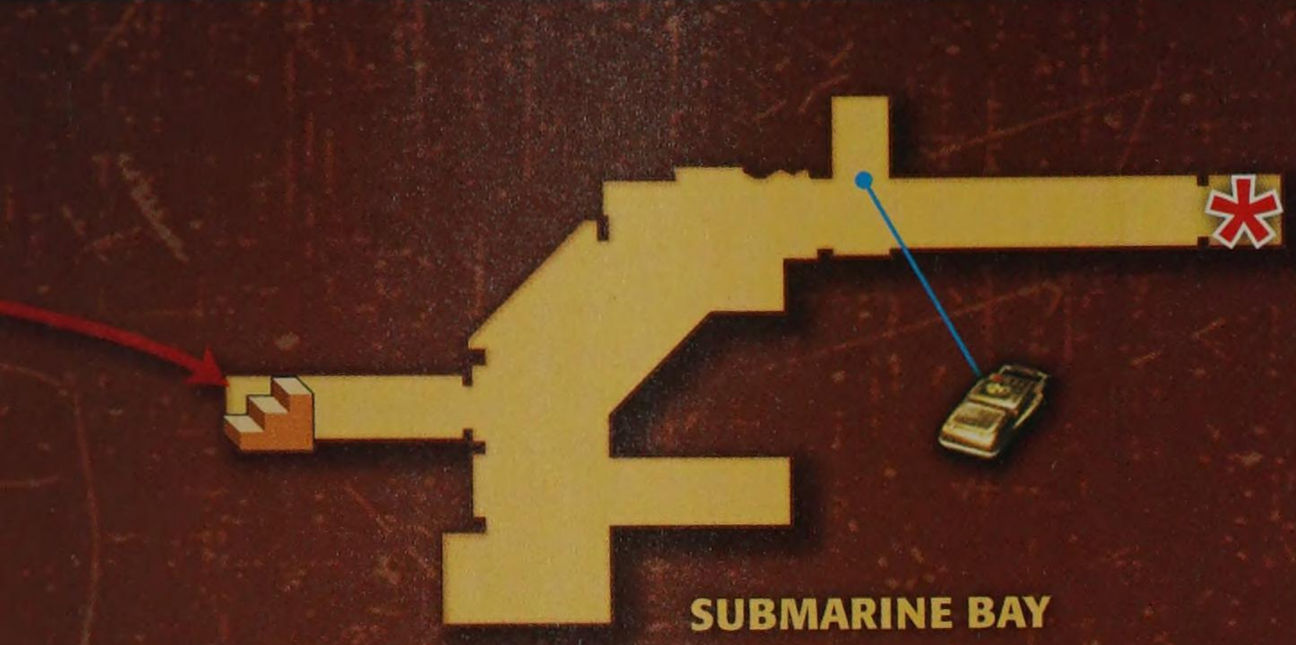
LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER

OBJECTIVE: GO TO THE SUBMARINE.

3 Atlas is under attack! Get down to the submarine and save him!

Atlas succeeded in unlocking the doors, now it's your turn to help him. Draw the Shotgun and ready the Incinerate plasmid, as numerous Splicers are headed straight toward you. Set the oil slick on fire as the Leadhead Splicers approach—this will not only create a wall of fire, but will also ignite the large fuel cylinders too. Hang back until the flames die out then search the corpses for lots of money. Battle your way down the stairs and over towards the Submarine Bay.



MONEY GRAB, RAPTURE STYLE

Bash open the locked gate halfway down the stairs and collect the items and Audio Diary inside this small storage room. Although you might not see it at first, there is a wealth of money lying under the stairs, just outside the bars in this room. Use Telekinesis to pick up each bundle of money one by one. It's not enough to make you rich, but it's a tidy sum nonetheless.

SUBMARINE BAY

OBJECTIVE: ESCAPE THE DOCKING BAY

4 The submarine—and Atlas' family—has been destroyed by Ryan. Find a way out of the bay and head on to Arcadia to regroup.

Atlas' worst fears are realized as Ryan detonates the submarine just as you approach. There's nothing left to do, but flee through the bulkhead door to Arcadia.

ARCADIA

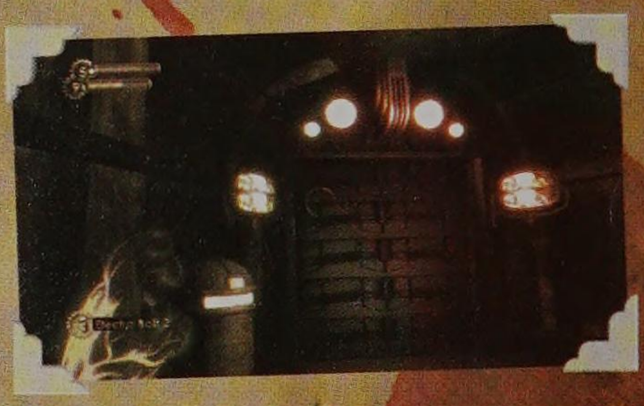
If Jack thought he was going to simply slip into the submarine with Atlas and make a clean getaway, then he obviously underestimated the man he was dealing with. And he won't make that mistake again. It's clear now that Andrew Ryan is aware of everything going on in Rapture. Nobody can so much as sneeze inside the city without Ryan knowing whether or not he covered his mouth. Andrew Ryan may prove to be mortal yet, but in this underwater world of gene-spliced cretins, he is omnipotent. He's all-knowing, all-seeing, and clearly a very smart man who has lost the sense of right and wrong. That is, if his Machiavellian belief system ever allowed morality to permeate his mind in the first place.

There is a small passage leading away from the Smuggler's Hideout to the Rapture vacationland known as Arcadia. It's a lush grove of trees and plants that remarkably grows quite well at the bottom of the ocean thanks to the botanical wizards on Ryan's payroll. There's no more looking for an escape—it's time to head to Rapture Metro and bring the fight straight to Ryan. If you're going to die anyway, you might as well go down swinging!

OBJECTIVES

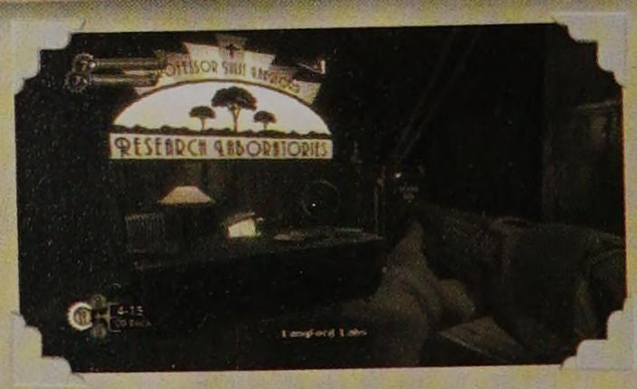
1
Go to the Metro Station.

2
Find Julie Langford.



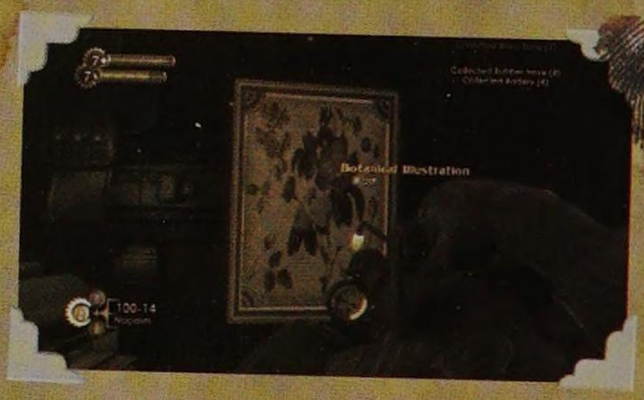
3
Collect a Rose Specimen.

4
Bring the Rose Specimen to Langford.

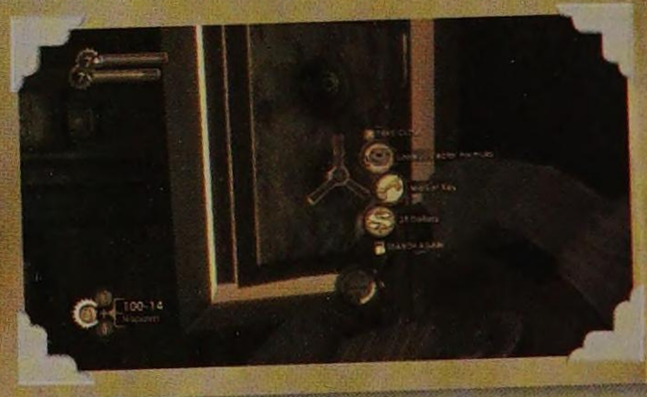


5
Meet Langford.

6
Search Langford's Office.



7
Invent the Lazarus Vector.



8
Go to the Farmer's Market.

NEW DISCOVERIES

Plasmids and Tonics

Security Evasion	Increases the amount of time it takes for Turrets and Security Cameras to detect you.
Hacking Expert	Reduces the number of overloads and alarm tiles encountered when hacking.

Weaponry

Chemical Thrower	Uses various chemicals to shoot nonstop streams of fire, cold, and electricity.

Enemies

Houdini Splicer

Houdini Splicers can vanish and reappear when you least expect them and hurl fireballs with surprising accuracy. They are the toughest of all Splicers.

Rapture Times EXTRA! EXTRA!

MONDAY, MARCH 15 PRICE 5 CENTS

GENETIC FAILURE

LITTLE SISTERS

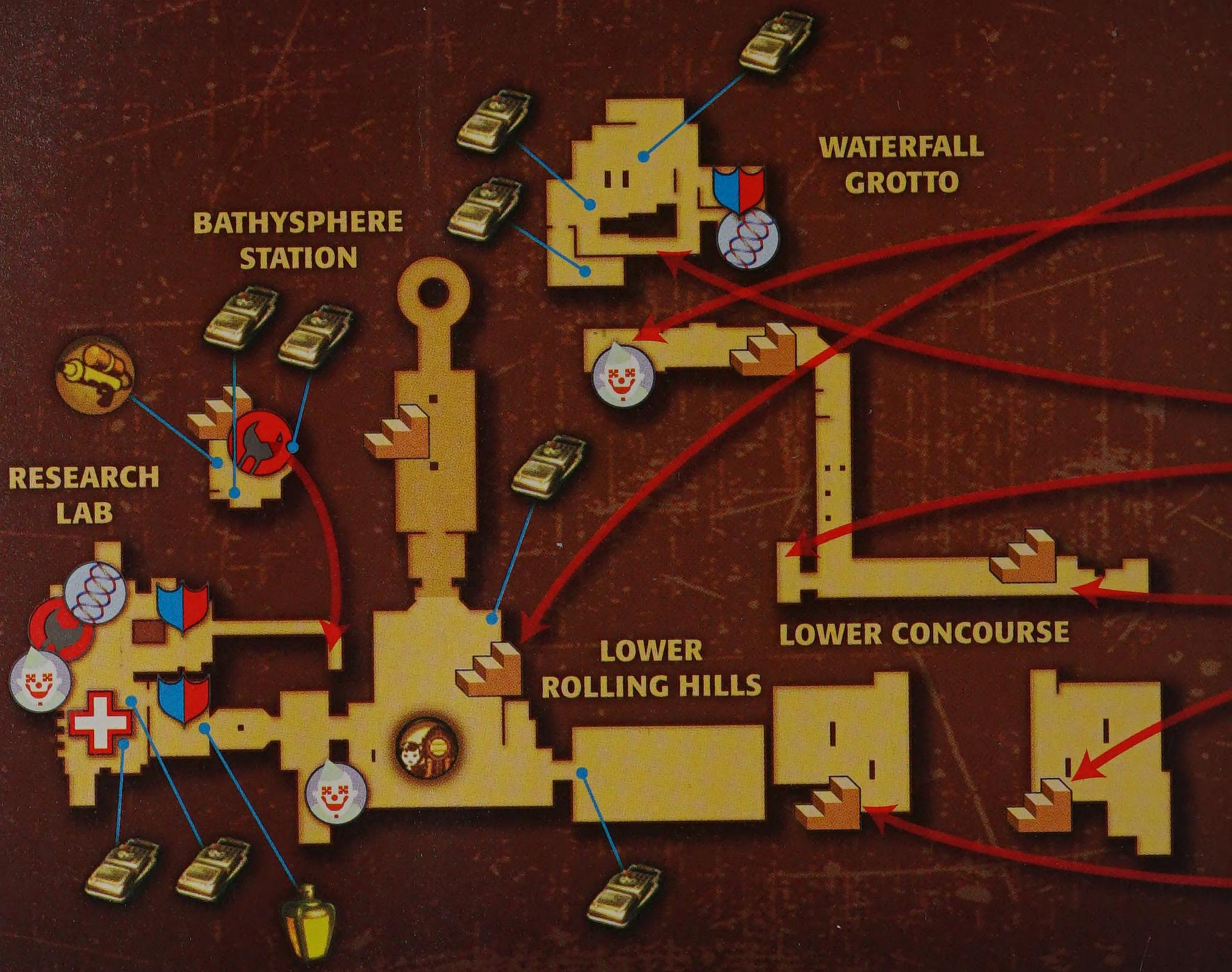
The first Little Sister is in the Arcadia Glens area, just around the corner from the Bot Shutdown panel. Enlist the help of the nearby Splicer with the Enrage plasmid to distract the Rosie.

A Big Daddy will coax a Little Sister out of hiding in Lower Rolling Hills after your first visit with Julie Langford. Use the angry mob of Splicers against the Rosie.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER



TEA GARDEN

OBJECTIVE: GO TO THE METRO STATION

1 The only way out of the city now is Ryan. You need to take a bathysphere to reach him. The bathysphere Metro Station in Arcadia is accessed through the Rolling Hills.

"Ain't that just like Ryan, waits until we're almost out, and then he pulls the string." - Atlas

Fortunately, there was a narrow passage leading out the back of the submarine bay towards the area known as Arcadia. Continue past the smuggler's crates and break the lock to enter the Tea Garden area. This area is as tranquil as its name suggests so enjoy the solitude and have a look around the lush surroundings.

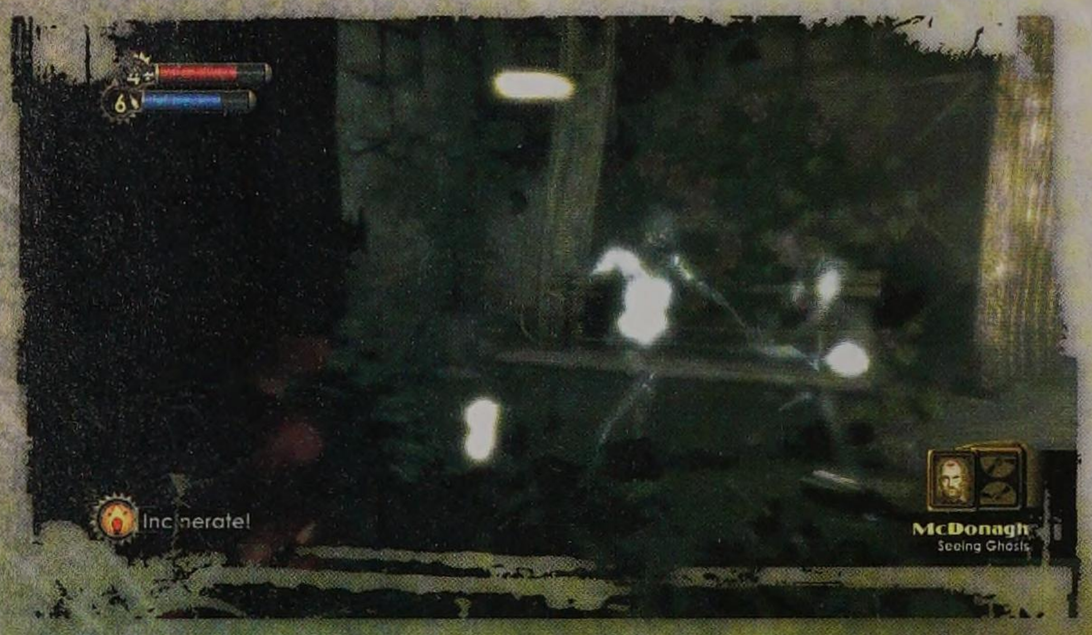
Glue, Rubber Hose, and Screws?

The crates in the passage leading into Arcadia contain what are known collectively as *components*. These everyday household items can be used to craft various inventions at the U-Invent vending machines you'll encounter throughout Arcadia. By collecting large quantities of an assortment of these components you'll be able to create all sorts of ammunition, Automatic Hack Tools, and even a few special gene tonics that you haven't seen in Rapture before. Keep mental track of which components you've picked up recently and use the search-again ability provided by the Scrounger tonic to try and diversify your collection. Collect as many different items as you can to increase your chances of inventing something unique when the time comes.

GRAVE ROBBERY

Use Incinerate! to light the extinguished torch on the mausoleum on the east side of the Tea Room. This makes the doors to the crypt open automatically. Head inside and plunder the smuggler's crates for valuable items and ammunition. Be sure to check the corpse inside too, as the deceased was entombed with 33 dollars. And we all know you can't take it with you when you die...

Cross the creek running through the garden to the north and listen for the sounds of a man calling for help. There are three doors leading out of the Tea Garden and the man's voice is coming from the right-hand door. Take a moment to collect the Audio Diaries in the area beyond the center door, then return the way you came and go through the right-hand door towards Rapture Metro.



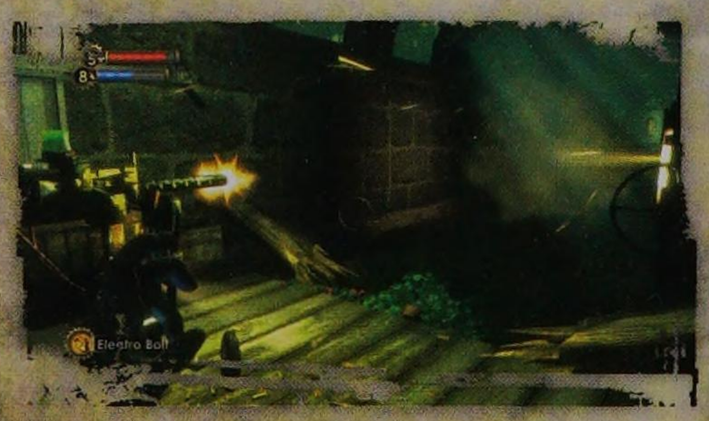
Ready the Research Camera and have a look around the storage area in the back corner before proceeding in the direction of the shadow off to the right. The man calling for help earlier is actually a Houdini Splicer, one of the most dangerous creatures in all of Rapture. Houdini Splicers suddenly disappear in a red burst of smoke when detected and can reemerge out of thin air anywhere. They are masters of surprise and attack with fireballs. Take the Houdini Splicer's photo as soon as possible to gain the first Research Bonus, then switch to Electro Bolt and whichever weapon you have the most Antipersonnel Rounds for, preferably the Machine Gun. Head up the stairs and take him out.

COLLECT THE CHLOROPHYLL

We're not going to tell you why just yet, but be sure to grab all of the Chlorophyll you come across. Collecting 7 bottles of Chlorophyll during your travels through Arcadia will save you some time later on. There's plenty of it scattered throughout the area; just be sure to search all of the Houdini Splicer corpses you encounter. Also, there are secret caves where the Houdini Splicers congregate—these caves also contain Chlorophyll.

"The only thing worse than a hypocrite, is an unemployed one." – Julie Langford

Search the two crawlspaces in the room with the Gene Bank and continue through the doors with the Rapture Metro sign above them. Battle your way across the walkway above the Tea Garden—watch out for the Leadhead Splicer on the balcony to the right—and enter the room ahead.



There are two Splicers in this room, but your biggest threat comes from the Turret off to the right. Take the Research Photos you need, quickly run around the corner, and use the large metal wall for cover from the Turret. Take out the Splicers, then hack the Turret and search the crawlspace nearest it.

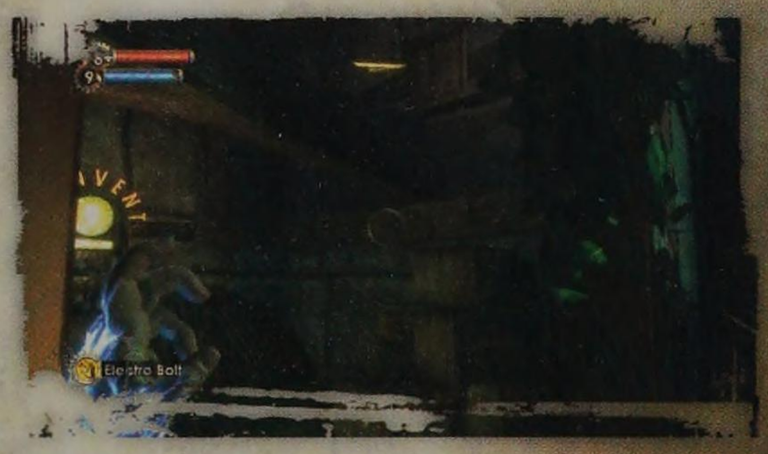
SHOCKING TRAPS!

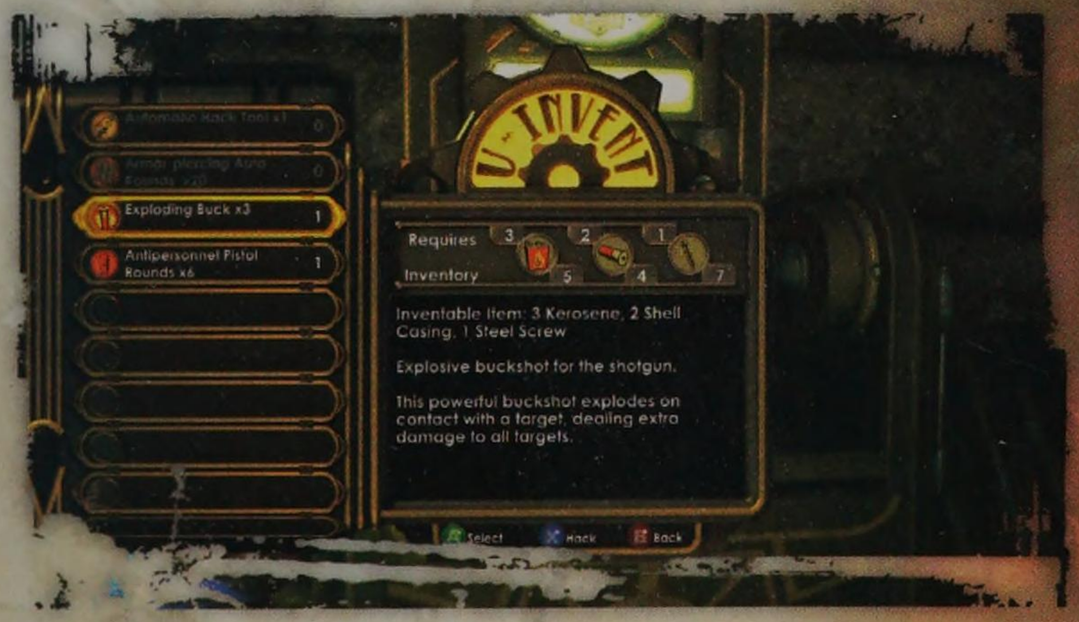
Don't enter the employee's storeroom via the crawlspace entrance because there are electrified wires (known as Trapbolts) set up on the other side of the door. Instead, go through the main doors down the hall. Use Telekinesis to move the Trapbolts around so you can explore the room safely.

Descend the stairs and battle your way past the shallow graves to the door, beneath the large neon sign marking the entrance to Arcadia Glens. Go through the door and continue north.

ARCADIA GLENS

Drop into the water near the entrance and use Telekinesis to move the Trapbolt out of the way that is near the waterfall to the right. This allows you to raid the storage crate in the cave. Climb out of the water and approach the U-Invent machine, but first carefully hop up the stacked pile of crates on the right to the ledge above. Tiptoe along the beams to reach the crawlspace and collect the items inside. You can use Telekinesis to reposition the crates if you knock them over, but doing so is tricky—there's nothing essential to your quest or to earning Achievements in the crawlspace, so don't fret if you have trouble reaching it.





U-Invent Machines

Hack the U-Invent machine to lower the requirements for each invention, then use the components you've collected thus far to craft an Automatic Hack Tool, Armor-Piercing Auto Rounds, Exploding Buck or Antipersonnel Pistol Rounds. There are numerous other U-Invent machines located throughout Arcadia and beyond and many will have more items for you to invent. You may never want to deplete your entire inventory of a specific component unless you absolutely need the item in question. The "U-Invent, We Show You How" chapter in this book contains a listing of all of the components available in the game, the inventions they can make, and even a listing of the pre- and post-hack requirements. Go ahead and select an item now (if you can) to earn the "Basic Inventor" Achievement.

The Arcadia Glens area consists of a lengthy L-shaped boardwalk with several side-areas. There is also a Lower Concourse that consists of a partially-flooded walkway running alongside the main boardwalk. Stay above ground for now and proceed past the Bot Shutdown panel and around the bend towards the north.

LITTLE SISTER ENCOUNTER

BIG DADDY: Rosie

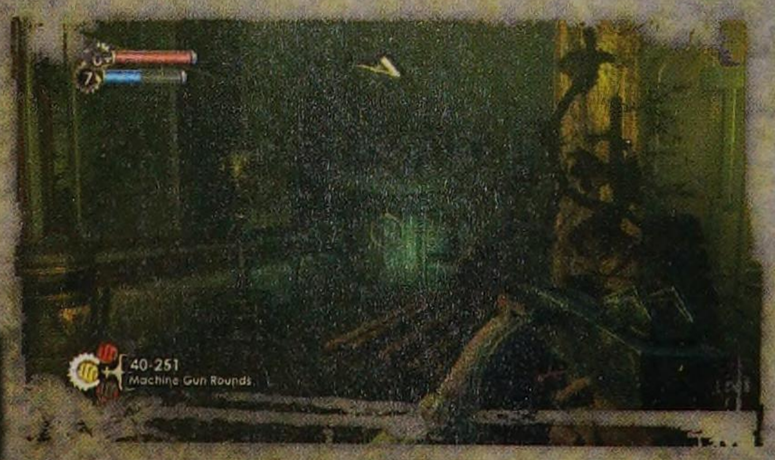
The Little Sister and Big Daddy aren't alone in this area which is a good thing. Take the Research Photos you need of them, then hit the Big Daddy with the Enrage plasmid to make it attack the Leadhead Splicer wandering past. Hit the Leadhead Splicer with Enrage as well, just for good measure. Now, while the two of them are attacking one another, you can stand back and hit the Rosie with your Frag Grenades.

You aren't likely to kill the Rosie before it finishes off the Splicer, so be prepared to switch to a more conventional approach. Use Electro Bolt to stun it then unload on it with Exploding Buck from the Shotgun. It shouldn't take much to finish it off.

A Gift From the Little One

If you have been alternating between harvesting and rescuing the Little Sisters, then this is a good time to let this one live. Rescuing three Little Sisters results in your first reward from Tenenbaum. It consists of 200 Adam, the Hypnotize Big Daddy plasmid, and 12 Armor-Piercing Pistol Rounds. Collect the gift by heading around the corner to the Gatherer's Garden machine and search the teddy bear the Little Sister has left for you.

The Gatherer's Garden machine located here has a full compliment of extra tonic slots, as well as some pretty potent plasmids. Spend your newly-acquired Adam on the **Electro-Bolt 2** plasmid and possibly some additional tonic slots.



Destroy the Security Camera off to the left of the Gene Bank machine and continue north towards the entrance to Rolling Hills—Atlas will radio you when you get close. Don't head through the door just yet. Instead, search the storage room to the left. There are several vending machines located there, as well as a safe. Continue on through this room to the main storage room where another U-Invent machine is located. Just be sure to have the Research Camera ready to photograph the Houdini Splicer inside the doorway.

SAFE

Contents: 20 Antipersonnel Auto Rounds, 6 Electric Buck, 77 Dollars

Go down the hall towards the storage room to the west of the Rolling Hills entrance. Once inside the first part of the room, near the viewing platforms, turn to the right and go through the crawlspace door to find this hidden safe. Use an Automatic Hack Tool if you have a few of them, as this safe can be a tough nut to crack.

ROLLING HILLS

Quickly shock and hack the RPG Turret inside the entrance to Rolling Hills and use Telekinesis to gather up the items scattered around the area atop the beams and on the waterfall. Descend the stairs to Lower Rolling Hills—the entrance to Rapture Metro is just up ahead. If only it was going to be that easy...

OBJECTIVE: FIND JULIE LANGFORD

2 **Ryan has killed off all of the plants in Arcadia in an attempt to suffocate you. This has also sealed all the exits out of Arcadia. Atlas believes that the only person who might be able to stop him is a botanist named Julie Langford. Find Langford in her labs just beyond Rolling Hills.**

Make your way past the Security Camera to the west and go through the first door towards Julie Langford's Research Laboratories. She's not about to buzz you in just yet; first you're going to have to help her revive the trees by finding a rose for her. It's time to search Waterfall Grottos.

OBJECTIVE: COLLECT A ROSE SPECIMEN

3 **Master botanist Julie Langford has a way to restore the trees and has asked you to find a specimen of Rosa Gallica. Go to the Waterfall Grottos and collect a specimen for her.**

"God did not plant the seeds of this Arcadia. I did."
– Andrew Ryan

LITTLE SISTER ENCOUNTER

BIG DADDY: Rosie

You'll soon encounter a mob of angry Thuggish Splicers who think you have something to do with the sudden death of the trees. There's also a Big Daddy and Little Sister in the area too! Hit the pipe-wielding maniacs with the Enrage plasmid to sic them onto the Rosie guarding the Little Sister. They're not going to last long against Rosie's Rivet Gun, but they'll distract it long enough for you to get in some shots with the Shotgun or Grenade Launcher.

Strafe around the central area, using the dying trees for cover and focus on avoiding Rosie's Proximity Mines. Electro Bolt 2 comes in handy here, since it shocks Rosie long enough to get several Shotgun blasts in with the Exploding Buck selected. Finish it off with Armor-Piercing ammunition.

The Dying Foliage

Much of the trees and vines are dying throughout Arcadia thanks to the toxic gas that Ryan had released. Although quite horrible, this attempt to suffocate you does have the small benefit of opening up several previously inaccessible areas. Small openings and doorways that were overgrown with vegetation can now be utilized to explore side areas where the Houdini Splicers hold their ritualistic meetings. They call themselves the "Saturnine". There are plenty of good items to be had by searching these areas! Just remember to keep the Research Camera ready and to grab any Chlorophyll you see.

Head back through Rolling Hills to the Arcadia Glens area and follow the signs towards Waterfall Grottos. Approach the first door on the right and quickly take a photo of the four Thuggish Splicers in the room hacking away at the Houdini Splicer corpse. Kill off the Splicers and grab the **Security Evasion** tonic from the ground—it should come in handy really soon, so go ahead and equip it. There's a U-Invent machine off to the left with a corpse nearby that has a wealth of valuable invention components. Craft some more items, then head down the stairs to the right.

WATERFALL GROTTOS

The walkway leading around the upper edge of Waterfall Grottos is lined with Trapbolts, the electrifying tripwires designed to keep people like you from searching the area. Use Telekinesis to reposition the Trapbolts out of harm's way and slowly make your way around the room in a clockwise direction. Use Electro Bolt 2 to shock the Turret and Security Camera up ahead and proceed to the staircase across the room.

Grab hold of the wooden pallet near the stairs with Telekinesis to use as a shield as you make your way towards the Turret on the ground level. Hack the Turret and give the entire downstairs area a thorough combing, as there are several useful items and an Audio Diary located here.

When ready to grab the rose, head to the center of the grotto and pick one of the large red roses near the waterwheel. Several Splicers enter the room via the upstairs walkway the second you pick the rose, so just hang back and let the Turret take care of them. Search the bodies on the way out and return the way you came to the entrance to the Research Laboratories.

OBJECTIVE: BRING THE ROSE SPECIMEN TO LANGFORD

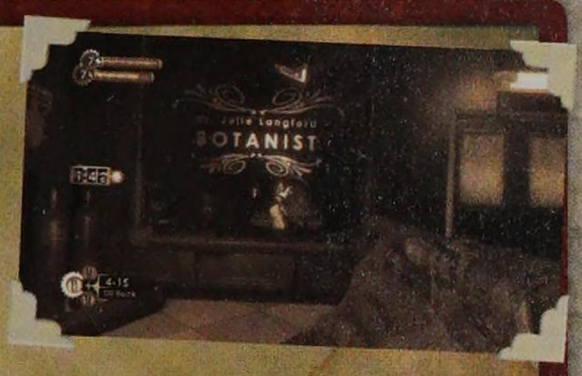
4 You've obtained the rose specimen for Langford. Bring it back to her labs near the Rolling Hills.

RESEARCH LABORATORIES

Proceed through the first set of doors to the entrance to the Research Laboratories. Langford appears on the monitors overhead and instructs you to place the rose in the pneumo on the left. She's pleased with the quality of the sample you selected and invites you inside to meet her.

OBJECTIVE: MEET LANGFORD

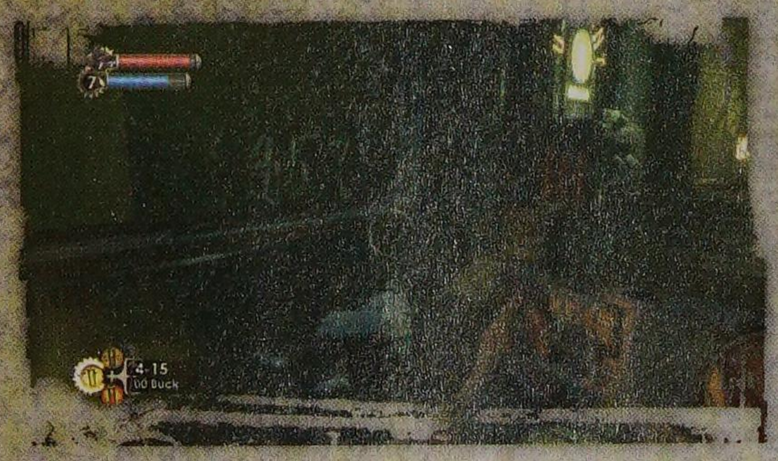
5 Julie Langford has a plan to fix the damage that's been done to Arcadia, and she needs your help. Go meet her in her office in the rear of the lab complex.



Take the Chlorophyll from atop the file cabinet and collect the **Hacking Expert** tonic sitting on the desk inside the lab. Langford has the security system inside the labs hacked and you have 300 seconds to make your way upstairs to her office. Take a moment to explore the area fully and gather up the items scattered throughout, including the Audio Diary on the desk. When satisfied with your search of the area, head east through the door with the large sign over it.

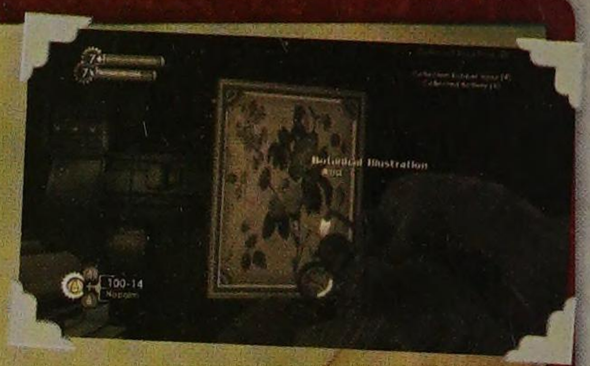
LANGFORD'S OFFICE

You arrive at Langford's Office just in time to witness her death—Ryan gassed her just as he did the trees. He should have used a faster-acting agent however, as Langford was able to scrawl the number "9457" on the foggy window just before collapsing. This is your clue.



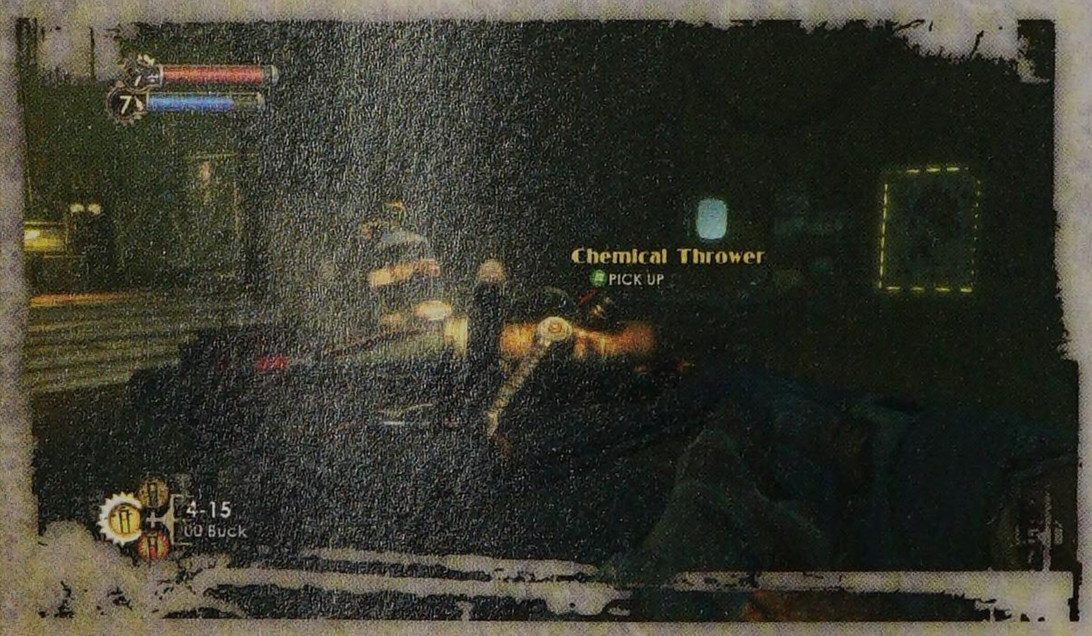
OBJECTIVE: SEARCH LANGFORD'S OFFICE

6 Ryan has ruthlessly killed Langford, but she's left a cryptic clue. Search Langford's office for research notes that will make clear how you can revive the plants.



"Every time we get a yard ahead, Ryan goes and moves the goal line down to the other side of the field." - Atlas

Langford's office is a veritable treasure trove of nifty items, with the biggest prize being the Chemical Thrower sitting atop her desk. Now you have a use for all of that Napalm, Liquid Nitrogen, and Electric Gel you've been coming across throughout Arcadia. Not only can you control the dose and direction, but this allows you to effectively cast various plasmids even when you are out of EVE.



Search Langford's corpse for a hidden Audio Diary and make your way across the room to the botanical illustration hanging on the wall. Pull back the framed poster to reveal a hidden wall safe.

SAFE

Contents: Lazarus Vector Formula Audio Diary, Market Key, 39 Dollars

Use the passcode Langford wrote on the window to open the safe hidden behind the poster on the wall. This safe contains the formula for the Lazarus Vector as well as the key to the Farmer's Market area.

OBJECTIVE: INVENT THE LAZARUS VECTOR

7 Langford discovered a way to use genetic engineering to revive dead plants. Her so-called "Lazarus Vector" should be able to reverse the effects of Ryan's herbicide. To create the Lazarus Vector, you will need 7 units of Distilled Water, Chlorophyll Solution, and Enzyme Samples. Once acquired, bring all the ingredients to a U-Invent machine and make the Lazarus Vector!

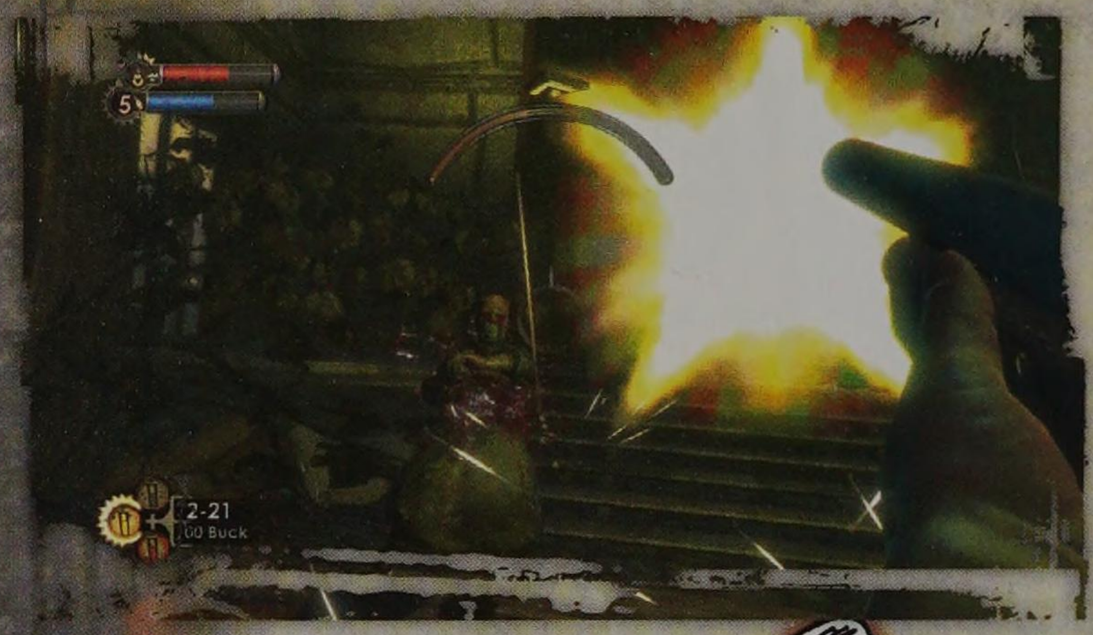
Multi-Part Objective

The overlying objective is to invent the Lazarus Vector, but in order to do so you must first collect 7 units of three different ingredients. Chances are, you've already found the 7 units of Chlorophyll Solution needed and will not see it listed in the Goals list. The Distilled Water and Enzyme Samples, on the other hand, aren't found in Arcadia and require a trip to the Farmer's Market.

Equip the Chemical Thrower and select the Napalm ammunition—it's time to light it up! Head back through the glass corridor to the main Research Laboratories and ignite the Splicers milling about inside the lab before they get a chance to attack. Switch to the Electric Gel and hack the Security Camera and Turret in this area before searching the corpses, as a Houdini Splicer will be making an appearance any second. Use the Liquid Nitrogen ammunition to freeze the Houdini Splicer in its tracks, then shatter it with a blast from the Shotgun. Make your way back through the lab, across Rolling Hills, and to the Tree Farm area.

TREE FARM

Enter the Tree Farm and area and immediately set to the task of destroying the Leadhead Splicer and Security Bot approaching from the right. With them dead, you're free to scour the area for items. Look all around for storage crates and the Audio Diary and proceed across the room to the south.



CAT-LIKE BALANCE IN THE TREE FARM

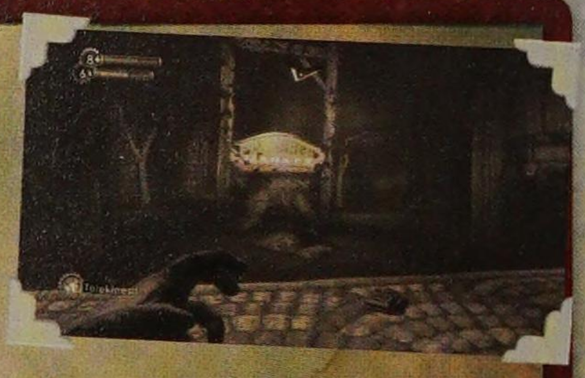
Try THIS

There are a number of items atop the wooden beams on the west-side of the area. Some of these can be obtained with Telekinesis, but there is a storage crate high above the ground that is worth going up for. Hop onto the stepped beams jutting out into the center of the room and carefully walk and hop along the tops of the beams to reach the items.

Bay Door Blockage

You may have noticed that there are two large garage-style doors in the Research Laboratories that are currently sealed shut. One is at the southern end of the lab and the other is to the north. There is no way to open these doors at the current time, so conserve your Electro Bolt and Frag Grenades and don't bother trying to blow them open—they're not going to budge.

OBJECTIVE: GO TO THE FARMER'S MARKET



8 The Farmer's Market has components you'll need to create the Lazarus Vector. Langford's safe had a key to the front gates, so you should be able to go there now. The entrance to the Market is beyond the Tree Farm.

Access the Power to the People machine on the left-hand side, atop the steps, and select one of the available upgrades. You'll notice by now that there are two upgrades per weapon; consider grabbing the Pistol Damage Increase upgrade because it helps make the Pistol more useful with the tougher enemies and also helps you earn another Achievement (if you selected the other Pistol upgrade at the previous Power to the People machine).

Fight your way past the Houdini Splicer and down the stairs towards the entrance to the Farmer's Market. Collect the Audio Diary on the ground and proceed through the bulkhead door. It's time to do a little shopping, country style!

SAFE

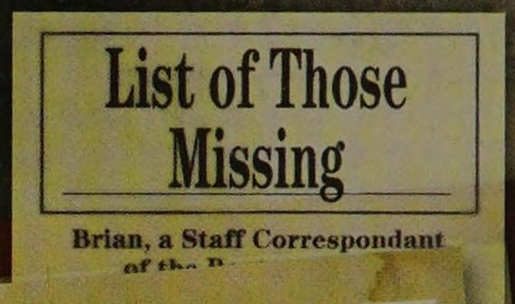
Contents: 96 Dollars, 2 First Aid Kits, 20 Antipersonnel Auto Rounds

This particular safe is located in the left-hand booth near the entrance to the Farmer's Market. Don't run through the gates in the Tree Farm before checking each little booth for items, especially the contents of this easy-to-hack safe.

FARMER'S MARKET

When the good people of Rapture began to long for a day in the country, they didn't have to go far. Arcadia and the nearby Farmer's Market were terrific replacements for the rural easygoing places they visited up top, but with an unprecedented convenience. And what better way to cap a day spent strolling the groves of Arcadia than to browse the aisles of the nearby Farmer's Market?

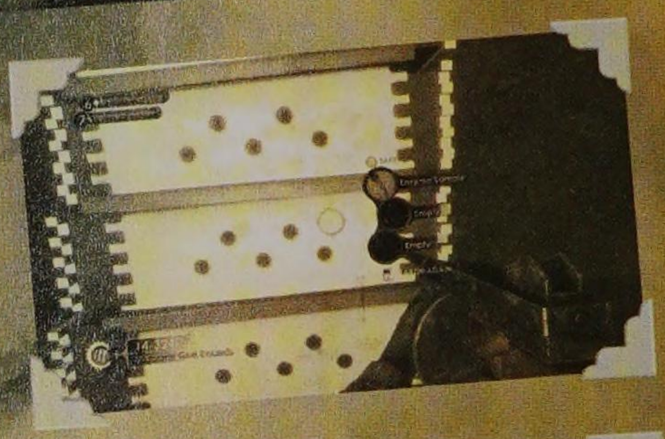
Jack may not be necessarily looking to sample a vintage merlot or buy a salami, but the Farmer's Market definitely has the items on his grocery list. The apiary and winery contain more then enough Enzyme Samples and Distilled Water to make the Lazarus Vector.


List of Those Missing

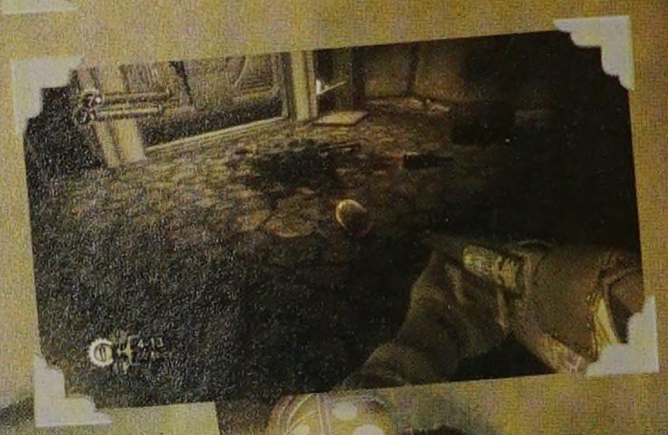
Brian, a Staff Correspondant

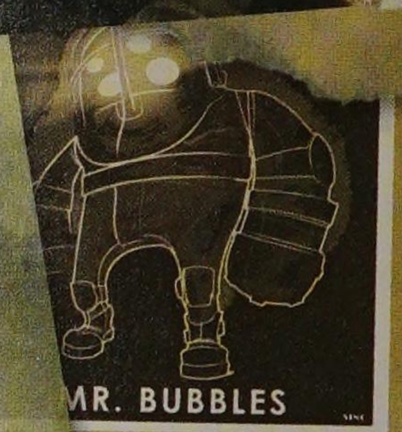
OBJECTIVES

1
Obtain 7 Enzyme Samples.

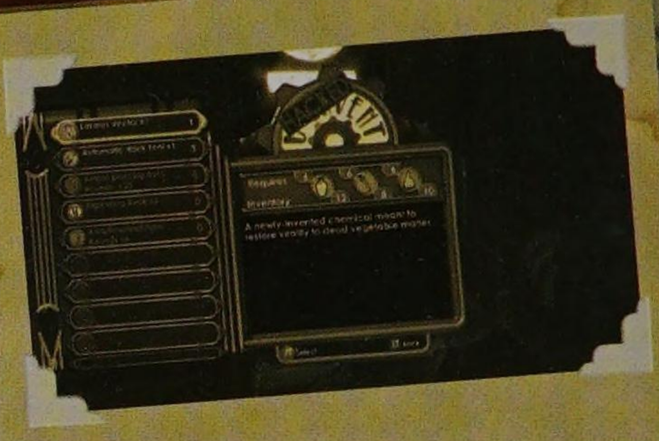


2
Obtain 7 Distilled Water.





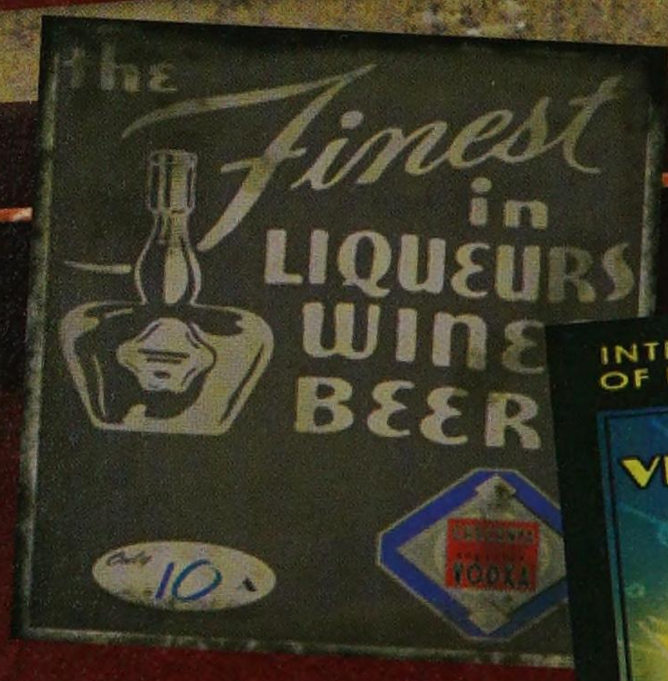
3
Create the Lazarus Vector.

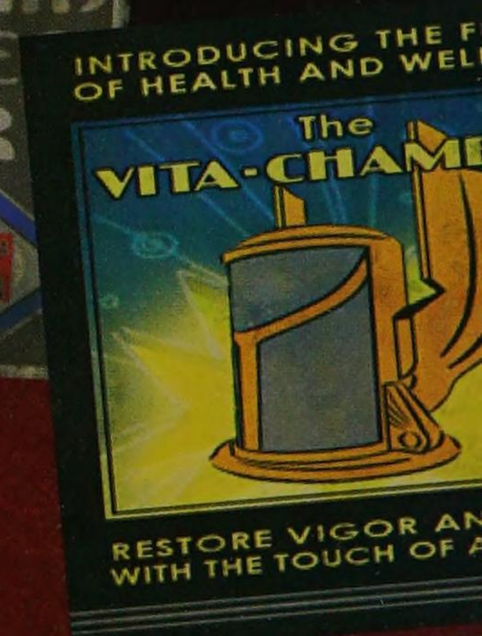


4
Return to Arcadia.

LITTLE SISTERS

This pairing can be found strolling about the Market area. It's best to engage the Rosie near the meat counters where you can use the elaborate security system to your advantage.





NEW DISCOVERIES

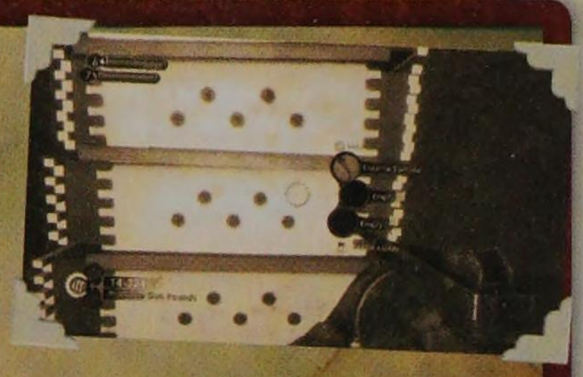
Plasmids and Tonics		
	Eve Link 2	Gain an increased amount of EVE every time you use a First Aid Kit.

Plasmids and Tonics		
	Photographer's Eye	Increases research scores from taking pictures.

MARKET

OBJECTIVE: OBTAIN 7 ENZYME SAMPLES

1 **The formula for the Lazarus Vector specifies 7 samples of a special enzyme. Explore Arcadia and the Farmer's Market to obtain enough of this to create the Vector.**



earch the corpse near the Pneumo Tube to find the first of the even Enzyme Samples. This specific component of the Lazarus ector can be found on a few corpses in the Market, but you will nd the majority of them in the beehives located at the apiary. on't head straight to the apiary without first searching the Market.

GO RIGHT!

Don't let the presence of items and Splicers off to the left lead you in that direction just yet. You'll get there eventually. First, head down the stairs to the right so you can loop around and put the security system to use in a fight with a Big Daddy.

Enter the Market and immediately stun and hack the RPG Turret on the crates around the corner to the right—doing so allows you to collect the items in this area without having to keep looking over your shoulder. Descend the stairs on the right and collect the Eve Link 2 physical tonic on the ground near the vending machines.

PREPPING FOR THE BIG FIGHT

There's a Big Daddy not too far from here. Use the Gene Bank on the right to equip the Security Bullseye plasmid if you haven't already. It goes a long way in the upcoming battle.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER

Continue around the bend towards the grassy area where three Splicers attack. Drop them with the Machine Gun and search the area for items, including those in the storage crate under the stairs. Go behind the counter and enter the left-hand room. Here you can find a pair of Audio Diaries, as well as some useful items on the corpse of the Big Daddy. There is another storage room adjacent this one. Beware the Thuggish Splicer inside it, but be sure to head inside and collect the unit of Distilled Water near the U-Invent machine.

"I understand the need for such creatures; I just wish they could make them more presentable." – Andrew Ryan

Distilled Water Locations

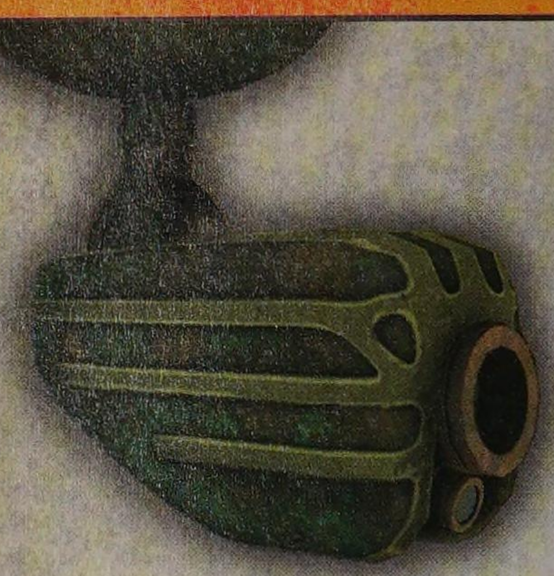
There is more Distilled Water than you can ever possibly need in the winery, which you'll reach after collecting the Enzyme Samples from the apiary.

xit the storage rooms and use an Automatic Hack Tool to pick e combination lock on the gated pump room to the left. You'll nd plenty of Napalm and Electric Gel in the pump room, among any other items. The loot you'll take from this small side-room is ertainly worth using up one of the precious Automatic Hack Tool get to.

Climb the stairs and go through the door on the right. Immediately crouch down and take cover behind the counter to avoid detection by the Security Camera in the distance. Stealthily move to the crawlspace door across from where you entered and duck inside the storeroom. Hop up the pile of crates, bust through the ventilation grate, and continue on to the meat locker up ahead. You'll exit through another crawlspace door, directly under the Security Camera.

WELCOME TO THE GREEN ZONE

Open the crawlspace door in the meat locker and inch your way out (ever so slowly) until you are close enough to the Security Camera overhead to hack it. The green light is your clue that the coast is clear and you can explore the area without setting off any alarms.



SAFE

Contents: 16 Armor-Piercing Pistol Rounds, 70 Dollars, Empty Hypo

The safe is on the ground behind the counter nearest the Security Camera. Don't try to access it until after you've hacked the Security Camera overhead. Use the crawlspace linking the storeroom and freezer to access it safely.

LITTLE SISTER ENCOUNTER

BIG DADDY: Rosie

Make a left at the large neon sign for the winery and head through the door marked "Employees Only". Quickly hack the Turret in the corner of the room near the door and approach the meat counter. Wait for the Big Daddy and Little Sister to come into view and hit the Rosie with the Security Bullseye plasmid. The Security Camera immediately calls for Security Bots and the RPG Turret you hacked near the stairs begins firing. Within seconds, the Rosie is surrounded and you won't have to fire a single shot!

Remain crouched out of view from the robotic hell you've unleashed to avoid being hit by stray gunfire. Listen to the sounds of the battle to see how it progressing. Wait for the tell-tale sobbing of the Little Sister before emerging from your hiding place. But remember, the Security Camera hasn't been hacked, so you better destroy it if it's still ticking.

SAFE

Contents: 100 Liquid Nitrogen, 4 Frag Grenades, 20 Antipersonnel Auto Rounds

This particular safe is behind the meat counters, near the Turret you hacked when entering the area from the main Market area. It's a max-difficulty safe, so be sure to get your hands on an Automatic Hack Tool from a U-Invent station if you don't have one.

ILVERWING APIARY

pen the bulkhead door to the Silverwing Apiary and shoot the plicer being attacked by the bees. Quickly retreat the way you me to avoid the bees as they refocus their attention on you. ait for the bees to return to their hive then reenter the Apiary nd pay a visit to the Gatherer's Garden on the left. Purchase the sect Swarm plasmid and additional Plasmid or Tonic Slots.

Enter the main apiary area where the bees are kept and inspect the Smoker Controls. The bees are currently buzzing about the area beyond the windows, but you can force them back into their hives with the smoker device. The reason for doing this is simple: the Enzyme Sample you seek is derived from bees! Use the smoker to send the bees back to their hives and quickly search as many of the beehives to collect the 7 Enzyme Samples. The smoke dissipates in less than thirty seconds, so move fast. Listen for the alarm to signal the re-emergence of the bees and escape back to the viewing area. Pull the lever on the Smoker Control again and continue searching for the Enzyme Samples.

SPLICERS LIKE THE SMOKE

Using the smoker device rids you of your bee problem, but numerous Splicers attack in their stead. Keep the Electro Bolt 2 plasmid on the ready so you can quickly shock the intruders and continue searching for the Enzyme Samples. More and more Leadhead and Thuggish Splicers appear as you continue to collect the Enzyme Samples. Don't be afraid to unload your Shotgun on them and, if necessary, stock up on First Aid Kits and EVE Hypos at the Circus of Values in the side-room to the right.

Although the numerous corpses of the Splicers make for a good source of extra money and invention components, there is no reason to stay in the Apiary once you've found the seventh Enzyme Sample. Take what you came for and retreat to the glass corridor outside. It's time to head to the winery.

WORLEY WINERY

OBJECTIVE: OBTAIN 7 DISTILLED WATER

2 **The formula for the Lazarus Vector specifies 7 units of Distilled Water Explore Arcadia and the Farmer's Market to obtain enough to create the Vector. A diary recording suggests that some can be found in Worley Winery in the Farmer's Market.**

Enter the winery section of the Farmer's Market and head around the left-hand side and quickly hack the Security Camera on opposite side. Turn your attention to the Turret beside the Security Camera then hack the safe in peace.

SAFE

Contents: 2 Distilled Water, 5 Alcohol, 140 Dollars

Go ahead and conserve any Automatic Hack Tools you may have as this safe isn't terribly difficult to hack. But that doesn't mean the contents aren't worth getting. This is one of the more lucrative hacks you'll perform, especially given the current objective!

"Even with those things implanted in their bellies, they are still children. They play, and sing." - Tenenbaum

Pick up the Distilled Water off the floor in the center of the room and search the sampling area for items and money. Equip the Telekinesis plasmid and start down the stairs to the cellar. Use the Telekinesis ability to pluck the bottle of Distilled Water off the beam in the stairwell and continue down the stairs.

The wine cellar consists of two floors. Make your way around the upper floor first and collect the several units of Distilled Water that can be found here. Head downstairs and complete a thorough search of the area, but beware for the Leadhead Splicers that lurk here—they can be nasty! There are plenty of bottles of Distilled Water to make the Lazarus Vector, but continue searching the area. Locate the small bunk room of the winemaker to find the **Photographer's Eye** tonic.

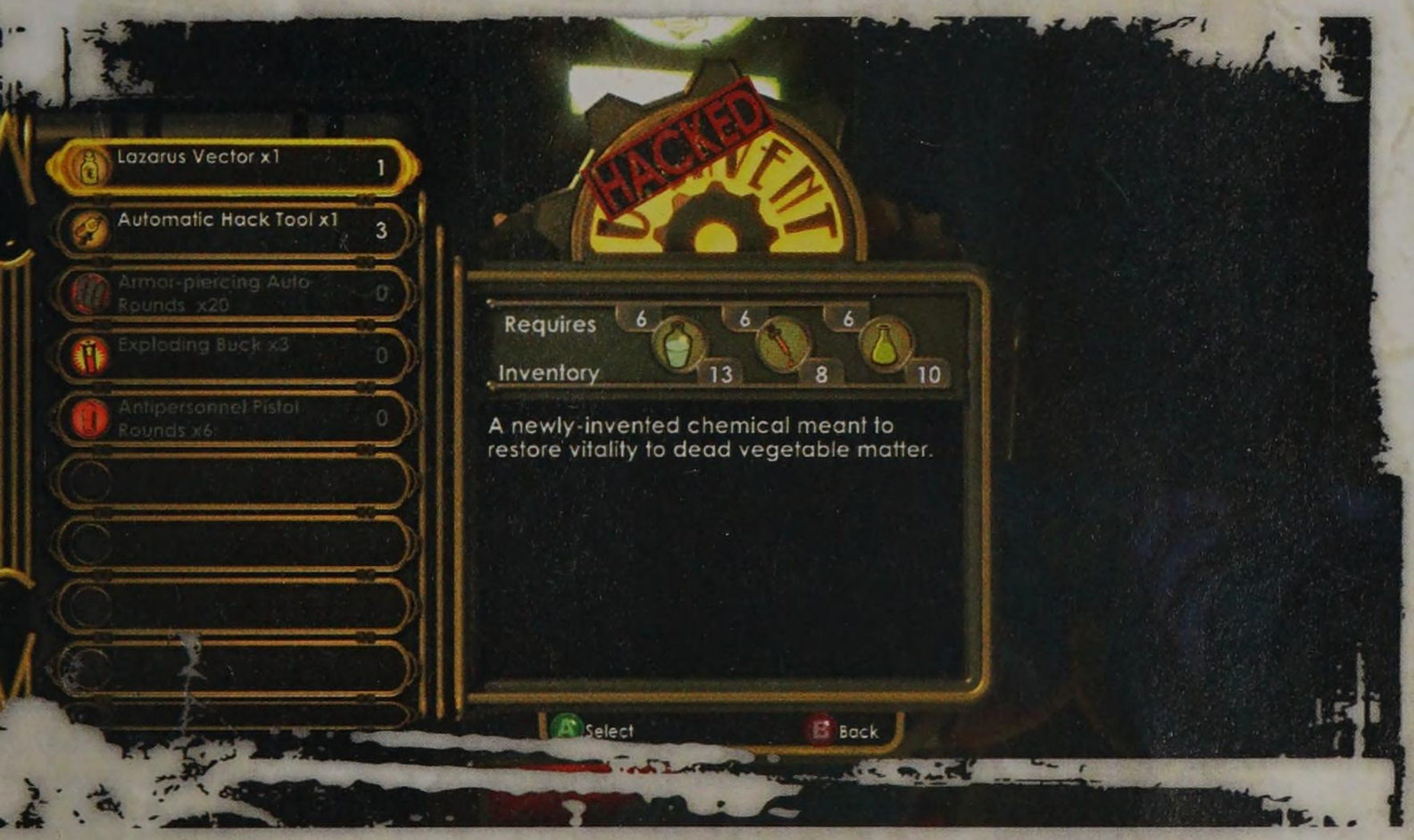
SECURITY TRAP BUNK ROOM

The winemaker's bunk room has three faint Trapbolts strung across the entrance. Be sure to use Telekinesis to move them out of the way before entering the room to grab the items and tonic. If you have trouble doing this, or simply don't have Telekinesis equipped, you can also enter this room by dropping into it from the stairwell.

Pay a visit to the Power to the People machine on the bottom floor of the wine cellar. It's in the small water-filled alcove at the base of the stairs. This is a good time to get the Shotgun Rate of Fire upgrade. Select your upgrade, then head upstairs to the U-Invent machine.

OBJECTIVE: CREATE THE LAZARUS VECTOR

3 You've acquired all the necessary ingredients! Now go to a U-Invent machine and make the Lazarus Vector.



Julie Langford's diary was clear about the requirements for the Lazarus Vector, but it is possible to hack the U-Invent machine and construct the chemical with just 6 units of each ingredient. Nevertheless, you will probably have at least 8 of each ingredient if your search was a thorough one, so go ahead and select the Lazarus Vector from the list of inventible items. You probably have enough components to stock up on Automatic Hack Tools and Exploding Buck too.

OBJECTIVE: RETURN TO ARCADIA

4 You've created the Lazarus Vector. To circulate it you'll first need to return to Arcadia, then continue on to Langford's Labs.

Take the Lazarus Vector and head back upstairs to the Worley Winery's sampling bar. The Security Camera you hacked earlier has likely detected several Splicers milling about while you were away. Allow the Security Bots to remove the Splicers while you stand back and take their photograph. Depending on how many photos of Security Bots you had taken thus far, you might be primed to earn the **Security Expert 2** tonic for reaching research level 2 with the Security Bots. Collect the loot from the corpses and head back to Arcadia.

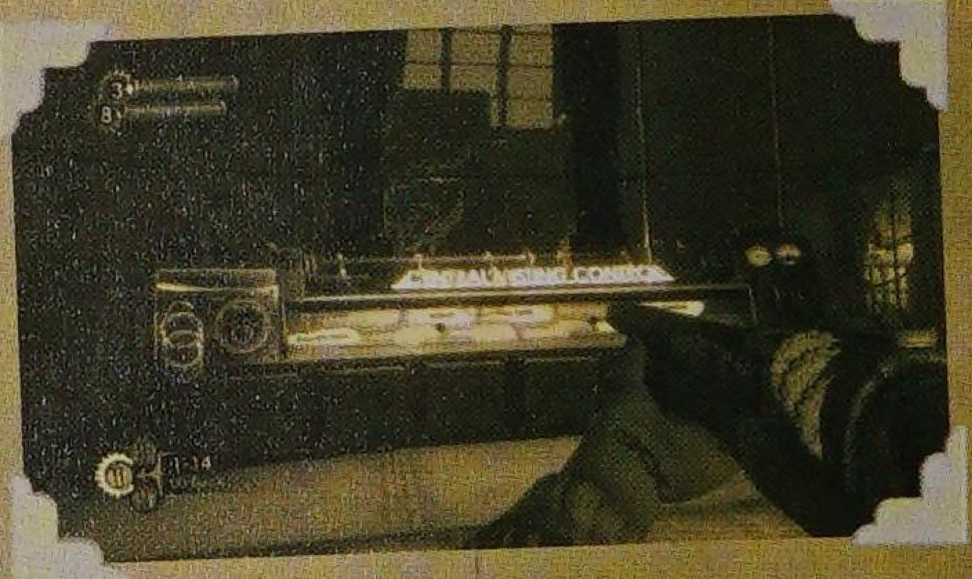
RESTORING ARCADIA

With the Lazarus Vector in hand, Jack heads back to Arcadia to mix it with the area's irrigation system. With any luck, he'll be able to revive the trees and save the oxygen supply for the city. That is, if Ryan doesn't find yet another way to interfere with his plans...

OBJECTIVES

1

Circulate the Lazarus Vector

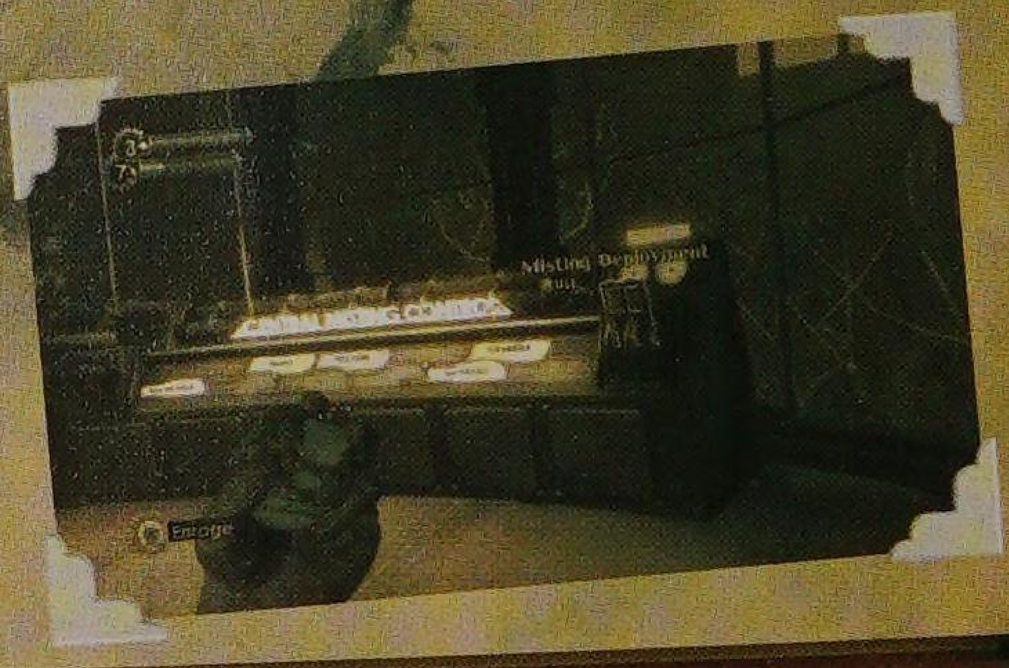


2

Seal the Door to Langford Labs.

3

Deploy the Lazarus Vector.

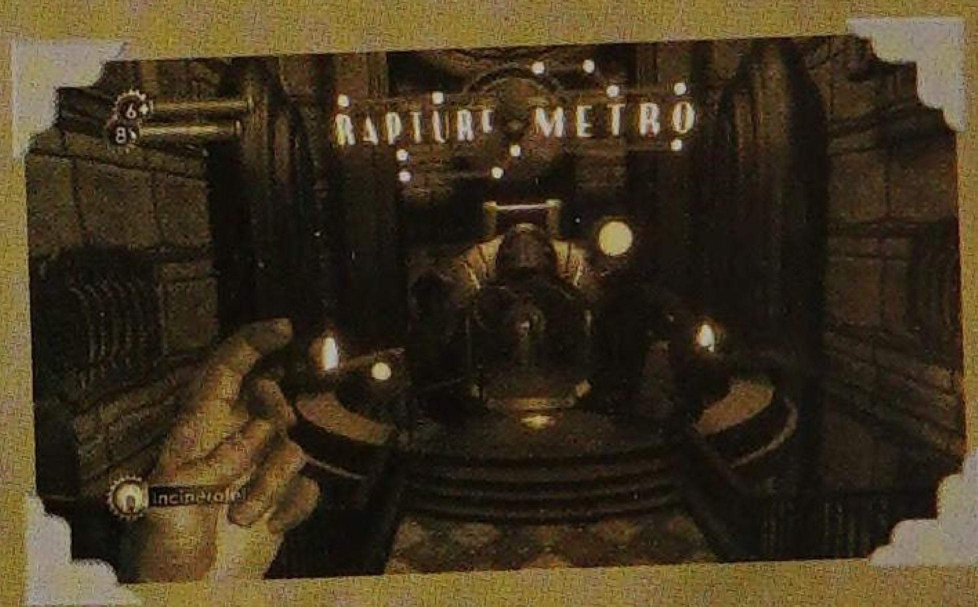


4

Hold off Ryan's Forces.

5

Go to the Metro Station.



PRICE 5 CENTS

GENETIC FAILURE

REPORTS COME IN FROM ALL OF CITY. HAS THE END COME?

'Plasmid mutations' possibly not a mistake

LANGFORD'S OFFICE

OBJECTIVE: CIRCULATE THE LAZARUS VECTOR

1 You've successfully created the Lazarus Vector. Now you need to put the vector into the Misting Station in Langford's office, which circulates the vector throughout Arcadia's irrigation system.

Make your way through Arcadia from the Tree Farm to Rolling Hills and into the Research Laboratories. Pay a visit to the Circus of Values machine on your way and stock up as many First Aid Kits as you can afford—you're going to need them!

PREPARE NOW

Use the Gene Bank in the Research Laboratories to make sure you have either the Hypnotize Big Daddy plasmid or Enrage plasmid equipped. Things are going to get crazy before long and being able to enlist the help of a Big Daddy goes a long way towards helping you come out in one piece. Having the Natural Camouflage tonic will certainly help as well!

Kill the Leadhead Splicer in Julie's lab and search the corpse for money. Approach the Central Misting Station and install the Lazarus Vector via the mechanism on the left. The vector has to mix for a while, so don't expect to the trees to start sprouting new growth just yet!

OBJECTIVE: SEAL THE DOOR TO LANGFORD LABS

2 Ryan has sent in his thugs to stop you from circulating the Lazarus Vector. Seal the door to the labs section to buy yourself some time against them.

RESEARCH LABORATORIES

Equip the Hypnotize Big Daddy plasmid (or Enrage) and head down the stairs to the main Research Laboratories. A pair of Splicers is in the process of cutting their way through the sealed bay doors you couldn't open earlier. Fortunately for you, there's a heartsick Big Daddy milling about looking for his lost Little Sister. Use your plasmid of choice on the Big Daddy to have it take out the Splicers while you continue to the reception area and seal the doors. Pull the lever on the control panel to the right of the desk at the entrance; this will seal the lab for now.

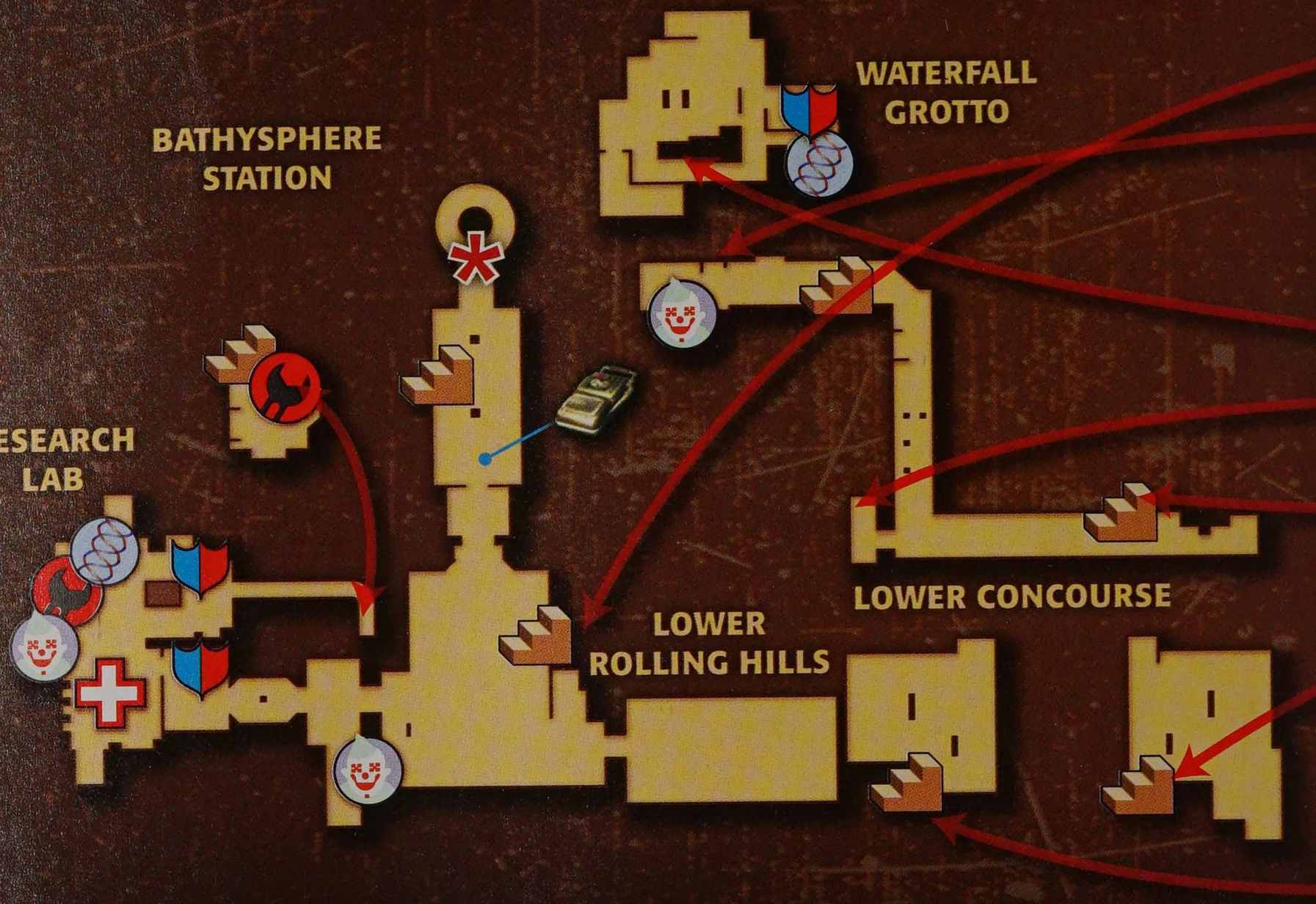
GIFTS FROM ATLAS

Atlas has sent an Automatic Hack Tool, some money, and a half-dozen Proximity Mines through the Pneumo Tube for you. The money should come in handy if you need to buy extra First Aid Kits or ammunition.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER



Restoring Arcadia

OBJECTIVE: DEPLOY THE LAZARUS VECTOR

3 The Lazarus Vector is being circulated throughout Arcadia's irrigation system. Once the light on the Irrigation Control Panel turns green you can deploy the Lazarus Vector to restore the plants and Arcadia's air supply.

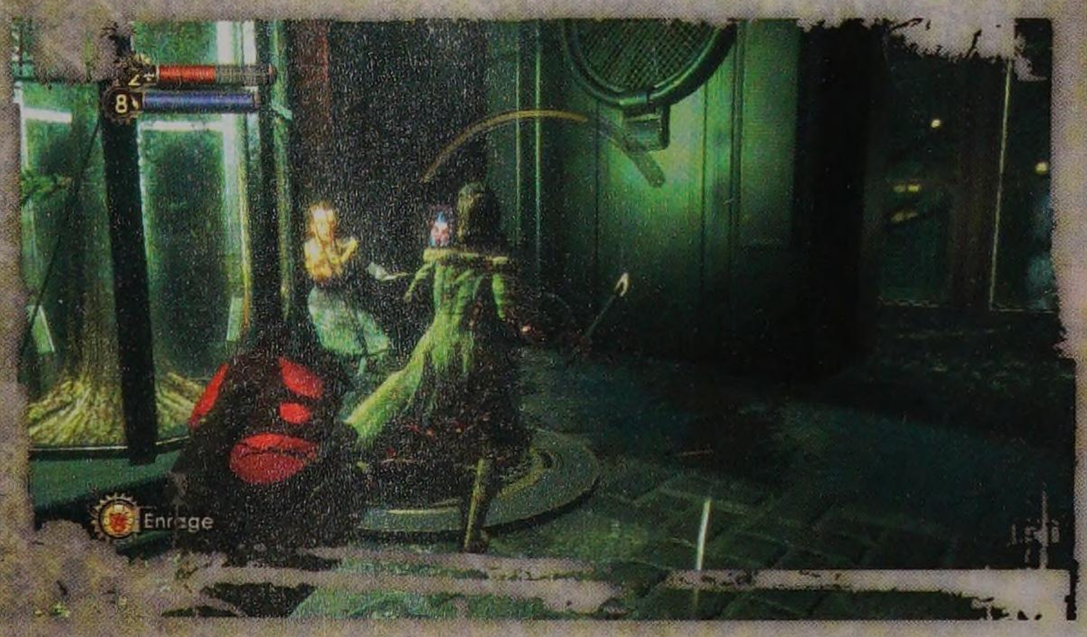
OBJECTIVE: HOLD OFF RYAN'S FORCES

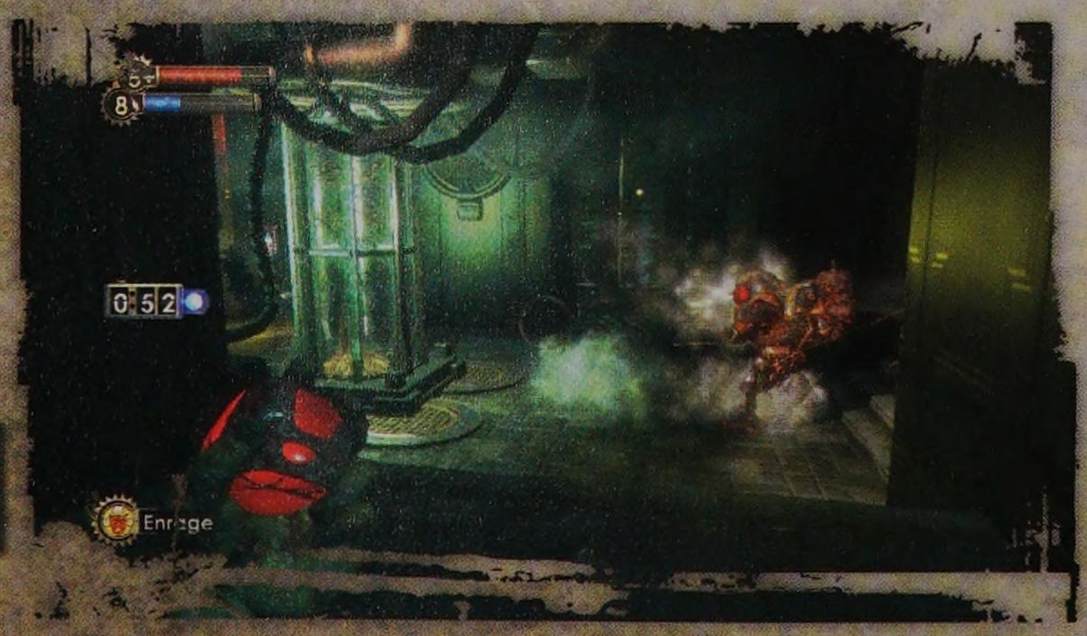
4 Hold off Ryan's forces until the misting control is ready.

rowing a forest at the bottom of the ocean requires a pretty so-
histicated irrigation system and it's going to take a while for the
azarus Vector to sufficiently circulate through the system. The
ext several minutes will be the longest in Jack's short life, but
ou have to hold off the numerous Leadhead and Thuggish Splic-
rs who flood the Research Laboratories in attempt to stop you.

The circulation process is a three-stage affair and as the Lazarus Vector makes it way through the irrigation system, more and more Splicers enter the Research Laboratories to attack. The waves of Splicers coincide with the mixing process and you can be sure that each time the in-game Goal Update occurs, another more threatening batch of Splicers is en route.

Continue to use the Hypnotize Big Daddy and Enrage plasmids to have your assailants fight one another instead of you. Use the Grenade Launcher to lay down Proximity Mines near the door to the lab and make your way over to the flooded section of the lab with the Circus of Values machine. Switch to the Shotgun and wait for the Splicers to appear. This is a great spot to mount your defense, since you can see the enemies coming and shock them in the water with Electro Bolt 2. This also allows you to quickly search the bodies for money and purchase additional items as needed. You also may want to back into either of the small alcoves that opened where the garage-style doors were so that you force the Splicers to funnel towards the Big Daddy you have protecting you.





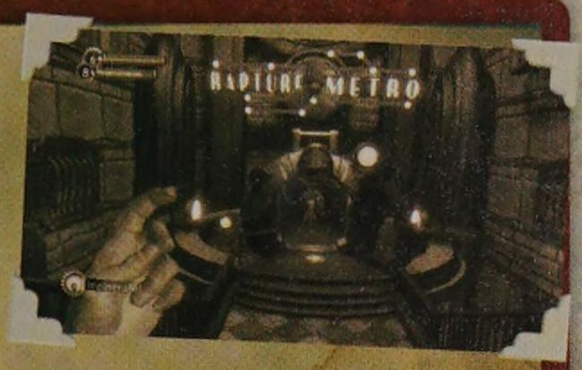
REAPPLY AS NEEDED

As great as the Hypnotize Big Daddy plasmid is, you have to reapply it every so often or the Big Daddy may turn on you. Don't let the effects wear off, or the Big Daddy will get it in its head that you are the enemy. Should this happen, switch to the Enrage plasmid because it is unlikely that the Big Daddy will stop mid-attack and protect you.

Atlas lets you know when the Lazarus Vector has finished circulating and is ready for deployment. When ready, head back up to Langford's Office and use the right-hand lever on the Misting Control System to deploy the Lazarus Vector. Doing so restores the forests of Arcadia so they can continue to breathe life, literally, into Rapture.

OBJECTIVE: GO TO THE METRO STATION

5 The only way out of the city now is Ryan. You need to take a bathysphere to reach him. The bathysphere Metro Station in Arcadia is accessed through the Rolling Hills.



RAPTURE METRO

"Why are you so resistant to the traditional methods of separating a man from his soul?" – Andrew Ryan

Exit the Research Laboratories and make your way through back out to Rolling Hills. The door to the left leads to the Rapture Metro station in Arcadia. Pick up the Audio Diary on the park bench as you approach the bathysphere. Once on board, use the lever and select Fort Frolic as your next destination.

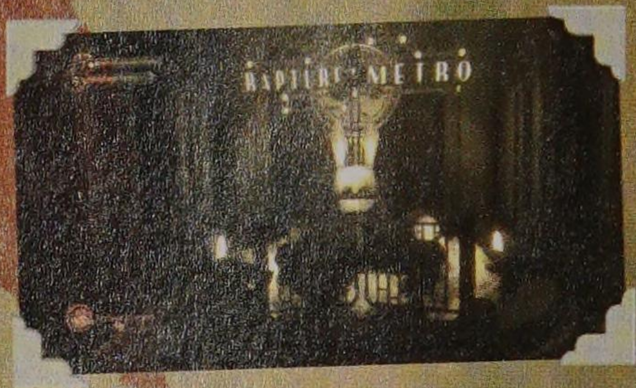
Prologue
Research to Reality
Life Underwater
Arm Yourself
Evolve Today
Welcome to Rapture
City Directory

FORT FROLIC

Every society—even one dozens of leagues under the Atlantic Ocean—needs a place to unwind. A place for adults to go to have a drink, do some shopping, and maybe even try their luck in a casino. In Rapture, that place is Fort Frolic. Although the guests have stopped coming in recent years, the show must go on! Fort Frolic's resident artists and thespians are going to see to it! And for Jack's sake, let's hope those who come to Fort Frolic, aren't forced to stay in Fort Frolic.

OBJECTIVES

1
Go to Hephaestus.



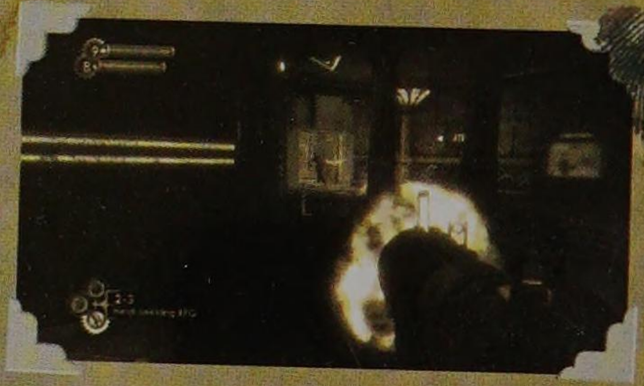
2
Find Sander Cohen.

3
Finish Cohen's Masterpiece.

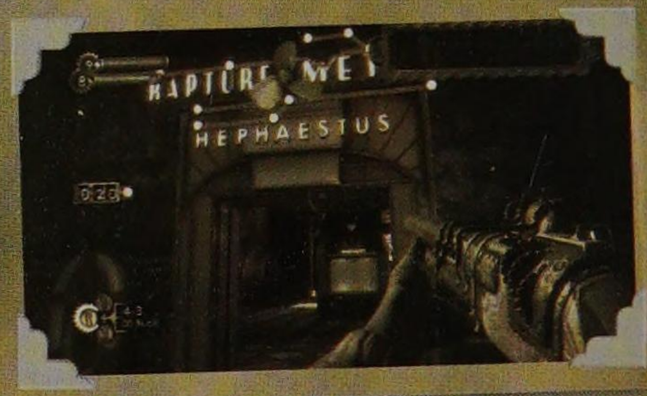
4
Kill Martin Finnegan.

5
Kill Silas Cobb.

6
Kill Hector Rodriquez.



7
Leave Fort Frolic.



LITTLE SISTERS

The first Little Sister and her Elite Bouncer companion are in the Atrium when you get back from killing Martin Finnegan.

Place the third photo onto the Quadtych and head upstairs to the Upper Atrium. The Little Sister and Elite Bouncer can be found walking around outside the Fleet Hall Theatre.

NEW DISCOVERIES

Plasmids and Tonics

Alarm Expert	Reduces the number of alarm tiles when hacking.
Frozen Field	You are less susceptible to the cold and can freeze enemies with the Wrench.
Extra Nutrition 2	Gain extra health from snacks and bandages.
Medical Expert 2	Increases the amount of health gained from First Aid Kits.
Electric Flesh	Reduces the amount of damage taken from electrical attacks and increases the amount you inflict.

Weaponry

Crossbow	Fires highly-accurate crossbow bolts that inflict major piercing damage. An excellent weapon for long-range sniping.

Enemies

Elite Bouncer

Elite Bouncers are extremely strong and fast and use their massive drill to inflict devastating melee damage.

The third Little Sister emerges from hiding after Hector Rodriguez has been killed. Look for them near the entrance to the Frozen Tunnel, in the Atrium.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER

BATHYSPHERE STATION

OBJECTIVE: GO TO HEPHAESTUS

1 Ryan is in Hephaestus. Use the bathysphere in Fort Frolic to reach him.

"...but Cohen, he's a real lunatic, a dyed in the wool psychopath..."
– Atlas

The Bathysphere Station in Fort Frolic consists of a short corridor that connects two separate metro stations. Here you will find all sorts of vending machines, slot machines, and even a fortune teller and a jukebox. You may not be too tempted to give the one-arm bandits a try at ten bucks a pull, but you have a good chance of winning as much as $250, not to mention the "Lucky Winner" Achievement. Use the Gene Bank to install Telekinesis if you haven't already done so, and use it to grab the Automatic Hack Tool from the alcove high on the wall to the south.

U-Invent Mace

The U-Invent machines in Fort Frolic are capable of taking the components you've found and crafting a wealth of new and exciting items from them. Although you may be tempted to diversify your collection, be sure to maintain a full supply of Automatic Hack Tools and Exploding Buck—these items will come in handy before long!

VANDALS ARE PARASITES

You see those First Aid Kits and EVE Hypo in the storefront? You could do a quick smash and grab, but beware that the glass has a security system installed and you'll have to fend off several Security Bots if you so much as nick the window. It's up to you to decide if it's worth it. Consider yourself warned.

Continue east through the large bulkhead doors to the other bathysphere and cross the lobby towards the water. As you may facetiously expect, the bathysphere submerges on its own just as you get close—it's Sander Cohen. Sander is the artist living in Fort Frolic and he has the keys to this place. If you want to get in or out, you're going to have Sander's blessing.

OBJECTIVE: FIND SANDER COHEN.

2 An artist named Sander Cohen has trapped you in Fort Frolic by cutting off access to the Bathysphere that travels to Hephaestus. Find him and convince him to let you go.

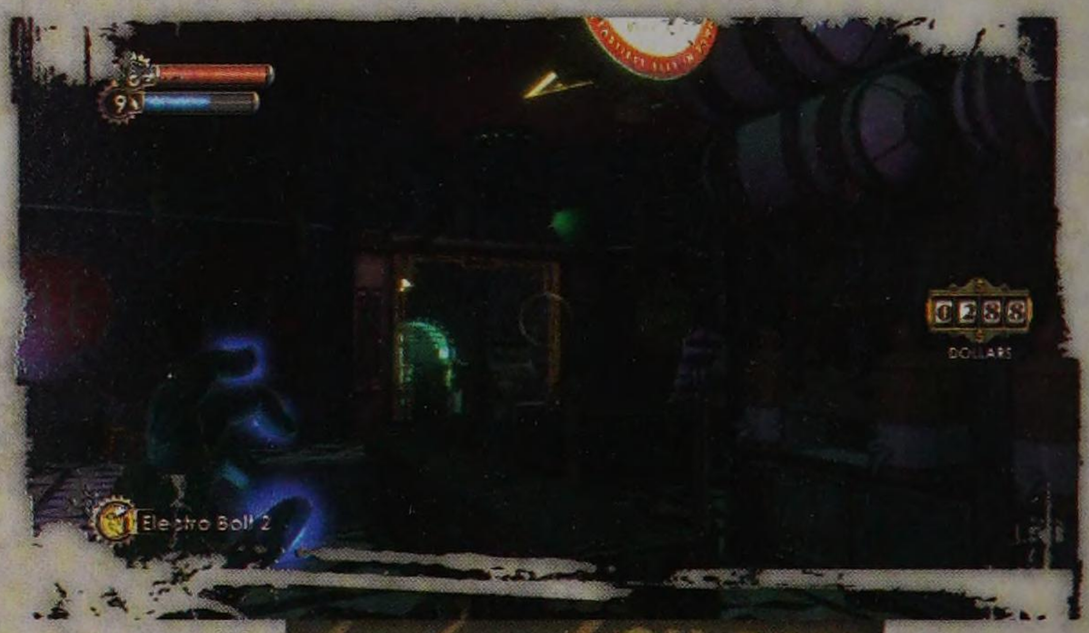
You'll soon notice that while you were trying to board the bathysphere to Hephaestus, Sander Cohen had his Splicers string up an intricate array of Trapbolts through the main corridor. And that's not all that's different; the silent vacant hallway is now teeming with Spider Splicers! Grab the Machine Gun, switch to Antipersonnel Auto Rounds, and prepare for battle. The Static Discharge 2 tonic, the occasional burst of Incinerate, the Machine Gun fire should be all you need to beat back the cartwheeling horde.

GO TO FLEET HALL

Sander Cohen is preparing to entertain you in the Fleet Hall Theatre. Go there and investigate.

FLEET HALL THEATRE

Head south to the Atrium and climb the stairs in the center of the octagonal area to the Fleet Hall Theatre. Go through the glass door under the marquee and make your way to the concession area around the corner. Hack the Security Camera watching over the registers and head up the stairs on the right to the storage room where you can find an Audio Diary and EVE Hypo—as well as a very angry Sander Cohen who doesn't want to be disturbed while he's preparing. Sander is inside the Projection Booth, locked behind a metal gate and he won't come out until he's ready.



Head back downstairs and cross the lobby to the elevator. Call for the elevator and ride it up to the second level of the theatre. Gates block the hallways leading to the balcony booths, so descend the steps towards the stage where the pianist, Kyle Fitzpatrick, is playing a bomb-laden piano in hopes of appeasing Sander Cohen. The bombs explode and Fitzpatrick dies in the fiery blast.

PHOTOGRAPH THE DEAD PIANIST

Cohen wants you to photograph the corpse of Fitzpatrick, the dead pianist.

Cross the fallen light support onto the stage and photograph the corpse of Kyle Fitzpatrick. Cohen wants you to now take this photo to the Atrium and place it on his masterpiece. Before you exit the theatre, be sure to search the balcony seating areas for items, especially those on the left side of the stage (the gates are now open). The final door leading to the corner balcony section is locked, but you can run and leap from the railing in the adjacent booth to reach the **Alarm Expert** tonic that's located there. Take the elevator back to the lower level of the theatre and return to the Atrium.

"It seems you've got the eye of the shutterbug, little moth!" – Sander Cohen

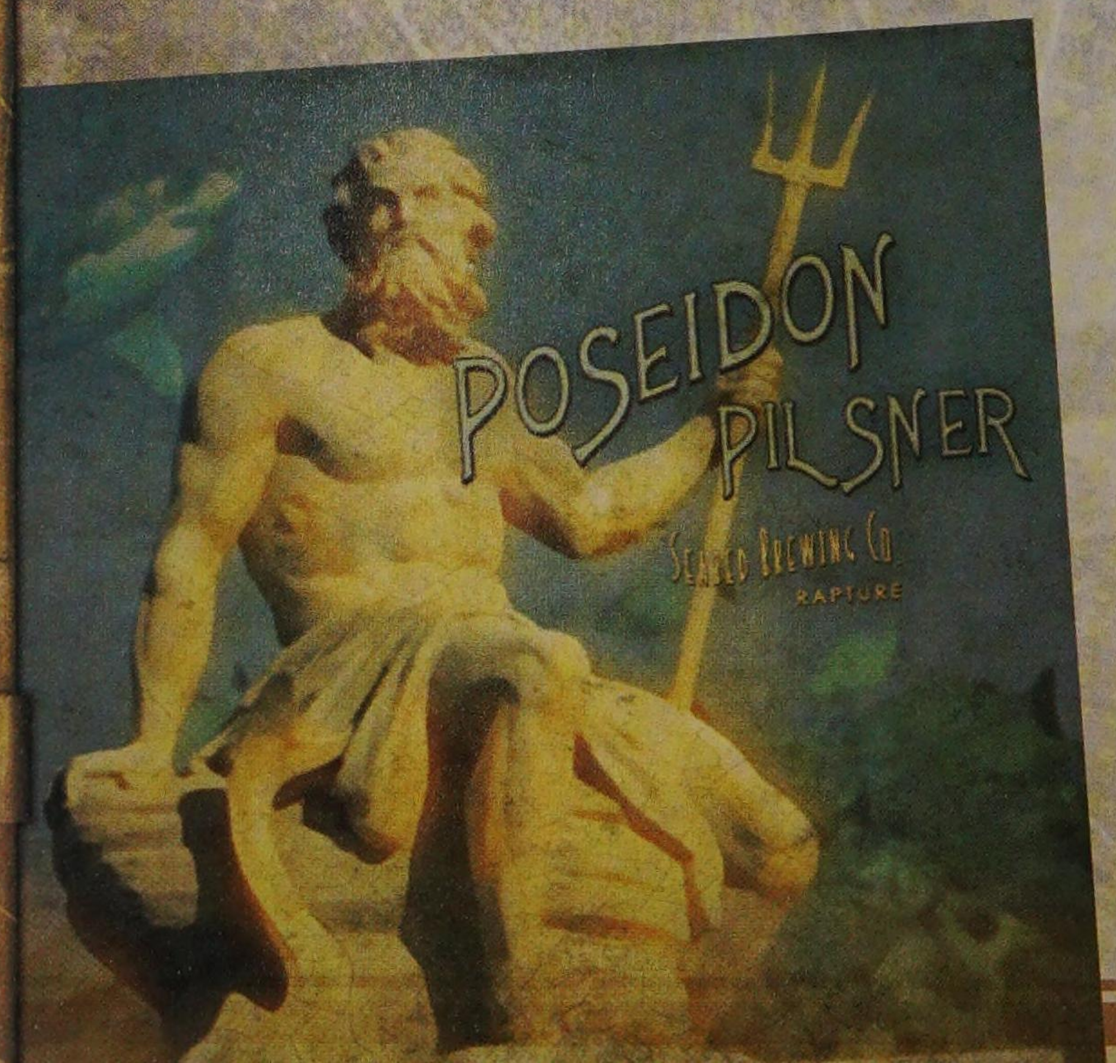
ATRIUM

Cohen's Masterpiece is at the foot of the stairs, in the center of the Atrium. He calls it the Quadtych, as it consists of various statues holding four empty photo frames—one for each of his former disciples who he believes betrayed him. Kyle Fitzpatrick was the first of these betrayers. Approach Cohen's Masterpiece and place the photo you took of the piano player's corpse into the lower left frame. The **Crossbow** weapon rises from the stage floor as a token of Cohen's gratitude.

OBJECTIVE: FINISH COHEN'S MASTERPIECE

3 Cohen has enlisted you to finish the so-called masterpiece that he has been working on. He wants you to immortalize his three former disciples in his masterpiece by using your camera.

Head back up the stairs towards Fleet Hall Theatre and loop around the Upper Atrium to the Cohen's Collection area on the south side of the building. Cohen opens the bulkhead doors to Poseidon Plaza, but let it wait for now—there are three safes in the Cohen's Collection gallery with your name on them!



COHEN'S COLLECTION

Hack the Turret on the upstairs walkway and turn to face the wall. Although they were presumably once covered by semi-priceless works of art, the three wall safes are now fully exposed and waiting to be hacked.

SAFE

Contents: 30 Machine Gun Rounds, 6 Film, EVE Hypo

The left-hand safe has moderate hacking difficulty and doesn't necessarily require an Automatic Hack Tool depending on the number and type of Engineering Tonics you have equipped. Beware that a Houdini Splicer appears in the room as soon as you begin hacking this safe.

SAFE

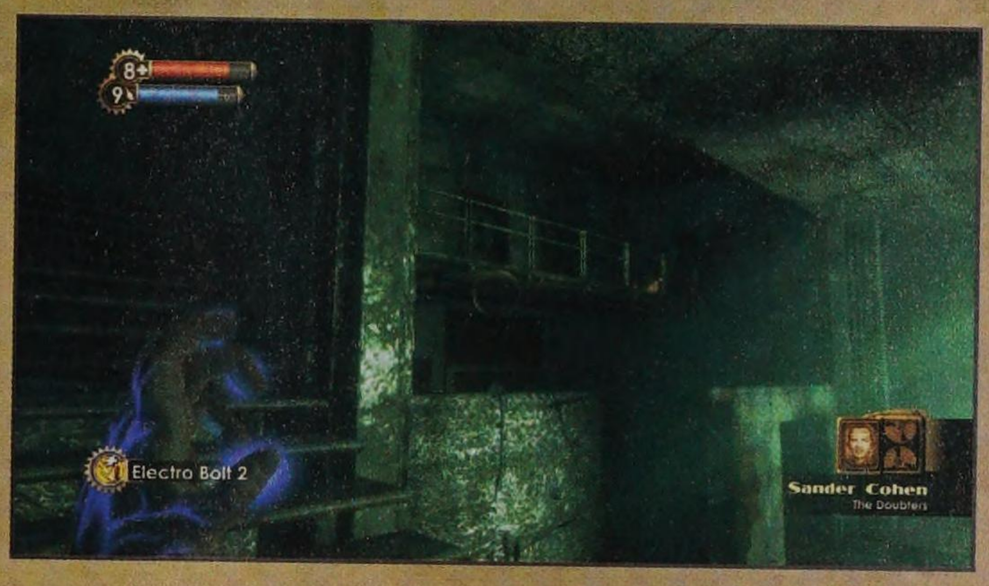
Contents: 6 Armor-Piercing Pistol Rounds, 47 Dollars, First Aid Kit

The center safe is far tougher to hack, and it all but requires an Automatic Hack Tool to open. The contents of the safe aren't extravagant, but the money is certainly worth the effort.

SAFE

Contents: Safe: 2 Dollars, 2 Pistol Rounds, 00 Buck

The safe closest to the Turret is not only the most difficult to hack, but it also has the least valuable contents. If you still have several Automatic Hack Tools handy, go ahead and use one for the sake of being complete, but there is certainly no reason to crack this safe otherwise.



Say goodbye to Cohen's Collection and make your way back to the east side of the Upper Atrium to where the large neon sign advertising Poseidon Plaza is. Go through the door to enter the Frozen Tunnel—get your Incinerate plasmid ready!

FROZEN TUNNEL

OBJECTIVE: KILL MARTIN FINNEGAN

4 **Cohen wants you to find and kill Martin Finnegan for his masterpiece. Finnegan has been locked in a frozen section of Poseidon Plaza.**

Enter the Frozen Tunnel and turn to the left. Make sure the Machine Gun is loaded with Antipersonnel Auto Rounds and have Incinerate in hand. Use the fiery plasmid to melt the ice on the wall and floor to the left to find a Health Station and several items. Finnegan is standing across the room from you, but you won't get far before the extreme cold freezes you solid. Don't worry though, you'll soon thaw and be ready to fight your target.

Finnegan is once again across the room, only this time he's posing as one of the statues in attempt to trick you into thawing the wrong creature. His mask gives away his location—he's at the far end of the hall, on the left—so hit him with Incinerate, then open fire with the Machine Gun. The Antipersonnel ammunition will rip him to shreds in no time at all. Search his corpse for the **Frozen Field** tonic and take a photo for the Quadtych.

ATRIUM

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Bouncer

Return to the Atrium and descend the stairs to head out into the central area. As you arrive, you'll likely notice several Splicers running down the stairs to fight an Elite Bouncer. Elite Bouncers are extremely fast and strong and use their mighty drill to gore their opponents. They can also bore into the ground and create a shockwave that blinds and disorients anyone in the vicinity.

Take advantage of the distraction caused by the other Splicers and fire a pair of Heat-Seeking RPGs at the Elite Bouncer before switching to the Shotgun. Equip the Exploding Buck and use Electro Bolt 2 to stun it long enough to open fire. The Elite Bouncer makes quick work of the other Splicers and is on you faster than you can say, "Andrew Ryan". Fire the Shotgun as fast as you can while making sure to consume First Aid Kits whenever your health drops to fifty percent.

One More Photo

Take a photo of the Elite Bouncer (dead or alive) to not only gain a Research Bonus, but to also earn the "Prolific Photographer" Achievement awarded for taking a photo of every enemy type. The Bouncer should be the only type of enemy missing from your collection up to this point.

Deal with the Little Sister however you wish and return to the task at hand—Cohen's Masterpiece. Place the photo of Martin Finnegan on the Quadtych and stand back as Sander Cohen rewards you once again. This time the gift includes 10 Antipersonnel Auto Rounds, 30 Dollars, and 3 First Aid Kits. Not too shabby!

OBJECTIVE: KILL SILAS COBB

5 **Cohen wants you to find and kill Silas Cobb for his masterpiece. Cobb used to hang around a store called Rapture Records, in Poseidon Plaza. You'll probably hear the lout before you spot him.**

Before heading back through the Frozen Tunnel to Poseidon Plaza in search of Silas Cobb, consider having a look around the Southern Mall area. This is the collection of shops on the ground floor, just south of the Atrium. Search each of the shops and bathrooms for Audio Diaries and other items of value.

SAFE

Contents: 4 Film, EVE Hypo, 28 Dollars

Go behind the counter in the Cocktail Lounge to find the Security Crate beneath the register. This is a hard safe to crack, so go ahead and use an Automatic Hack Tool if you have one. Also, make sure to hack the nearby Security Camera so you can search the area without fear of the enemies coming up behind you.

Make your way downstairs in Le Marquis D'Epoque, the tobacco shop, and put the Power to the People machine to use. Use it to finish upgrading whichever weapon you chose to focus on secondly so you can earn the "Two Fully Upgraded Weapons" Achievement. Once done exploring the Southern Mall area, head back up the stairs in the Atrium and cut through the Frozen Tunnel to Poseidon Plaza.

POSEIDON PLAZA

Numerous Spider Splicers attack in quick succession as you enter Poseidon Plaza, so be ready to react accordingly. You may want to unleash a steady stream of Napalm on them with the Chemical Thrower as it's not only easy to hit the fast-moving Spider Splicers with, but it saves ammunition too!

Poseidon Plaza is a large area where visitors to Fort Frolic can spend their time strolling around, visiting shops, casinos, and even a strip club. Many of the shops here are two stories tall and although Silas Cobb is believed to be inside Rapture Records, it's not a bad idea to first search the Sir-Prize gaming center for precious loot!

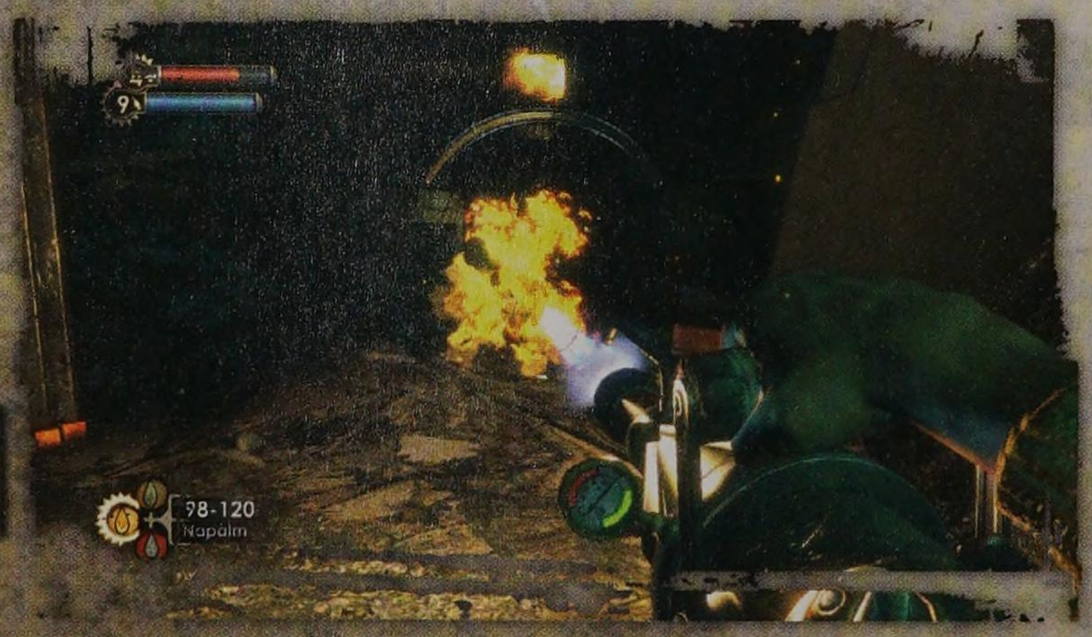
SAFE

Contents: 2 Trap Bolt, Exploding Buck, 14 Machine Gun Rounds

This safe is inside Sir-Prize, directly behind the counter nearest the billiards tables. Don't hesitate to use an Automatic Hack Tool to open it, as the ammunition inside will come in handy before long.

Climb the stairs inside Sir-Prize to the second floor and duck under the Trapbolt wires to reach the exit. This places you in the second floor of Poseidon Plaza, right near the Circus of Values machine and entrance to Rapture Records.

Head inside the Rapture Records store on the right-hand side and leap off the broken staircase towards the couch below. The silhouette of the man on the couch was nothing but a booby-trapped statue, quickly back away before the bomb detonates. Silas Cobb was actually upstairs waiting in the wings and believes he now has you trapped. Grab your Machine Gun or Shotgun and eliminate the Spider Splicers that attack while you wait for the flames from the bomb to dissipate.



Wait for the fire to go out, then approach the small chute near the floor in the corner of the room. Crawl between the walls back up to the second floor and chase Silas Cobb out of the store into Poseidon Plaza. He's very mobile and can seemingly disappear in a cloud of smoke like a Nitro Splicer. Don't hesitate to launch a Heat-Seeking RPG at him when you get a clean shot—he can outrun you, but he can't outrun a rocket! Finish him off with one of your other weapons and take a photo of his corpse for Cohen's Masterpiece.

ATRIUM

Return to the Atrium and place the third corpse photo onto the Quadtych. This time, however, you're not going to be rewarded for your efforts so easily…

ATTACK THE CRITICS

Cohen can't stand for his artistic vision to be criticized by who he calls the doubters. When he thinks he sees dismay on your face while looking at the Quadtych, he immediately erupts in a fit of anger and unleashes an army of Thuggish and Spider Splicers. Many of the Splicers have 00 Buck in their pockets that you can retrieve, thereby making the Shotgun a great weapon to use in this situation. Between the Shotgun upgrades you've obtained and the Static Discharge 2 tonic, you should be able to handle this fight without too much trouble.

ATTENTION SHUTTERBUGS

This is a great opportunity to collect plenty of photos of Spider and Thuggish Splicers and possibly even max out the Research Bonuses for them. Just make sure to put down the camera before your subjects get too close!

"I'm sorry for that outburst. You'll have to forgive an old fool his artistic temperament." – Sander Cohen

OBJECTIVE: KILL HECTOR RODRIQUEZ

6 Cohen wants you to find and kill Hector Rodriquez for his masterpiece. Rodriguez was a regular at Eve's Garden in Poseidon Plaza. He was also legendarily fond of good (or not so good) drink.

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Bouncer

Stop at the Circus of Values machine near the steps and purchase some Proximity Mines if you don't already have some. Equip the Grenade Launcher and head upstairs to the wrap-around walkway on the Upper Atrium. The second Little Sister and her Elite Bouncer chaperone can be found outside the Fleet Hall Theatre. Take a minute to take plenty of photos of the two of them, before getting set for battle.

Back away from the Elite Bouncer and lay down a trail of Proximity Mines leading straight towards your position. Take a few steps back and wait for the Elite Bouncer to stroll into position on the far end of the line of Proximity Mines. Fire a Heat-Seeking RPG at it to get its attention and watch as it rushes straight towards the Proximity Mines you placed. If done well, you should only need to hit it with 2 or 3 blasts of Explosive Buck to finish it off.

Another Gift from Tenenbaum?

This Little Sister may well be the 6th that you have rescued. If so, you'll be pleased to know that Tenenbaum has directed the Little Sister to leave a stuffed bear outside the nearby Gatherer's Garden for you. Inside the bear you will find 200 Adam, the Safecracker tonic, and 12 Electric Buck.

POSEIDON PLAZA

Make the trek back through the Frozen Tunnel to Poseidon Plaza one more time, head down the hall to the right, and go inside Sinclair Spirits. Hack the Security Camera overhead and pilfer the registers near the counter. Locate the button on the side of the counter and press it to gain access to the cellar, where you can find a safe and Power to the People machine—pick a third weapon to begin upgrading and have at it!

Contents: 33 Dollars, First Aid Kit, Automatic Hack Tool

The safe downstairs in the basement of Sinclair Spirits is pretty tough to open, that is unless you have the Safecracker tonic installed. Either way, go ahead and save yourself some time and risk and use an Automatic Hack Tool. You're going to get one right back anyway.

Exit Sinclair Spirits and locate the staircase leading down into the Poseidon Plaza basement under the sign that says "More Items Downstairs". Wade across the water-filled room to grab the **Extra Nutrition 2** tonic off the storage crate then head back up the stairs.

Head east down the hall and poke your head inside Robertson's Tobaccoria. Grab the Audio Diary off the table and hack the key-pad to enter the walk-in humidor. You'll find plenty of money near a corpse inside. Once done raiding the cigar shop, continue east to Eve's Garden.

EVE'S GARDEN

Even the refined men of Rapture needed to see a burlesque show from time to time and when they got the hankering for some after hours adult entertainment, they headed straight to Eve's Garden. Go on in and have a look around—and help yourself to the few dollar bills left on stage. Ignore the door near the bar for now, and instead head backstage to Jasmine Jolene's room. Search the corpse on the bed, grab the Audio Diary and money, and locate the safe in the corner.

SAFE

Contents: 34 Dollars, First Aid Kit, 8 Antipersonnel Pistol Rounds

The safe is in the corner of Jasmine's room. Use an Automatic Hack Tool to open it if the difficulty meter is too high. There are few places to hide from Security Bots in this room, so don't risk triggering an alarm tile.

Load the Antipersonnel Pistol Rounds into your gun and head back down the hallway to the stage. You'll hear the drunken requests for service of Hector Rodriquez as you get close, so hoist the Pistol and be ready to fire. Hector flees Eve's Garden as soon as he catches sight of you. Run out the door while opening fire on him. Continue shooting him until he drops his Grenade Box and slumps to the ground. Search his body and, just as before, photograph the corpse for Cohen's Masterpiece.

One More Look Around

Head back inside Eve's Garden and go through the door near the bar. Head upstairs to the second floor and go through the exit. Cross the plaza to the Pharaoh's Fortune Casino and head inside to search that area as well. Just beware the Security Camera near the stairs!

SAFE

Contents: 25 Dollars, First Aid Kit

Hop over the counter to the right of the entrance and locate the safe on the wall. This is an extremely difficult safe to hack, and although the contents might not be worth using an Automatic Hack Tool, you definitely shouldn't try hacking this one manually unless you are fully equipped with a wealth of Engineering Tonics, or enjoy a good challenge.

ATRIUM

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Bouncer

If you didn't run into the Little Sister outside Sir-Prize, return to the Atium and head out into the lower central area near Cohen's Masterpiece, but don't post the photo just yet! First, listen for the sounds of the Big Daddy and Little Sister. Head back upstairs and look for the Big Daddy and Little Sister near the Frozen Tunnel entrance.

Place Proximity Mines at the base of the stairs on each side of the landing then switch to the Heat-Seeking RPG and fire it at the Elite Bouncer to get its attention. It will toss the Little Sister on its back and sprint towards the stairs, only to run right into the Proximity Mines you've deployed. This will certainly stun it and deliver a wealth of damage. Rush towards it and finish it off with the Shotgun loaded up with Exploding Buck.

A Nice Day For A Stroll

Little Sisters like to explore the area looking for angels to harvest Adam from and while their Big Daddy protectors will likely keep them close to the locations we describe, there is the chance that they may wander elsewhere. If a Little Sister isn't where we describe, look around for a Big Daddy and follow him to a ventilation hole. If you still don't find her, continue on with the objectives given, as you'll likely encounter them before long in a slightly different location. Don't worry about having to perform a special task to lure her out though; if you look around, you will find them.

Place the final picture on the Quadtych and stand back and watch the greatest spectacle you've ever seen. Cohen finally leaves the Projection Booth and makes his way down the stairs in a manner befitting Hollywood royalty. He is very pleased with you, his little moth, and agrees to open the locked display case containing the Medical Expert 2 tonic. He even stays true to his word and readies the bathysphere that can take you to Hephaestus, where Ryan awaits.

OBJECTIVE: LEAVE FORT FROLIC

7 With his masterpiece complete, Cohen has allowed you to leave Fort Frolic. Take the bathysphere to Hephaestus—it's time to confront Ryan.

Project Yourself

There's one more stop before heading to Hephaestus! Return to the Projection Room in Fleet Hall Theatre—the gate is now open—and avail yourself to the Audio Diary, Moonbeam Absinthe, and especially the Electric Flesh combat tonic. With these items in hand, you're finally ready to exit Fort Frolic and ride the bathysphere to Hephaestus.

Irony on the Side

Although you *could* leave Sander Cohen alone and bid Fort Frolic a final farewell, you may want to kill him. Use the Enrage plasmid to enlist the help of any nearby Big Daddies and chase after Sander Cohen with the Machine Gun and Electro Bolt 2 plasmid. When you finally gun him down, be sure to take a photo of his corpse to earn the "Irony" Achievement. Also, take the Muse Key from his person and use it to unlock the other display case in the Atrium. In it you will find 100 Dollars, 8 Incendiary Bolts, and 3 Splicer Organs. Not a bad haul indeed, and it wasn't like the world—topside or Rapture—will miss this crazed lunatic. However, if you leave him alive now it will unlock some interesting opportunities in Olympus Heights later.

"I could have been the toast of Broadway, the talk of Hollywood. But, instead, I followed you to this soggy bucket." – Sander Cohen

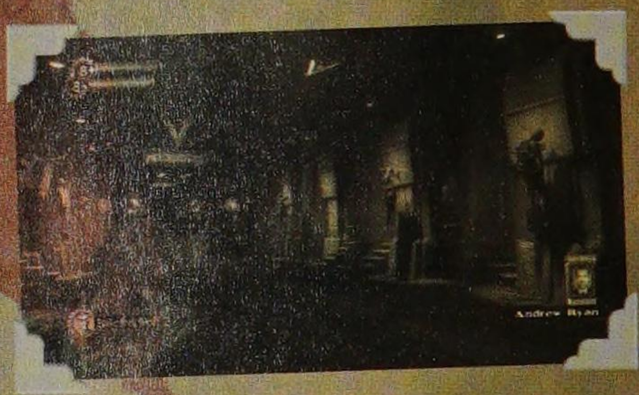
HEPHAESTUS

Andrew Ryan may proclaim that it was his magnificent vision and legendary will that made Rapture—and that may be true—but a city of this scale doesn't run on ideology alone. No, it takes energy. And what better source of energy than geothermal—it's plentiful, it's renewable, and nobody on the surface needs to know you're using it. Although the rest of the world wouldn't learn about plate tectonics and the volcanic spreading along the Mid-Atlantic Ridge for decades, Ryan and his scientists were already putting these phenomena to use in the 1940's.

Hephaestus was created to be the power hub of Rapture, both literally and figuratively. It is here where the energy to power the city's lights and heat its coffee originates. But, if you look beyond the machinery and the generators, as Jack must now do, you'll also find Ryan's personal office. The man at the helm of this massive undersea enterprise doesn't reside in some penthouse suite high above the seafloor, but rather down in the trenches, for he is its foundation, its bedrock.

OBJECTIVES

1
Go to Andrew Ryan's Office.

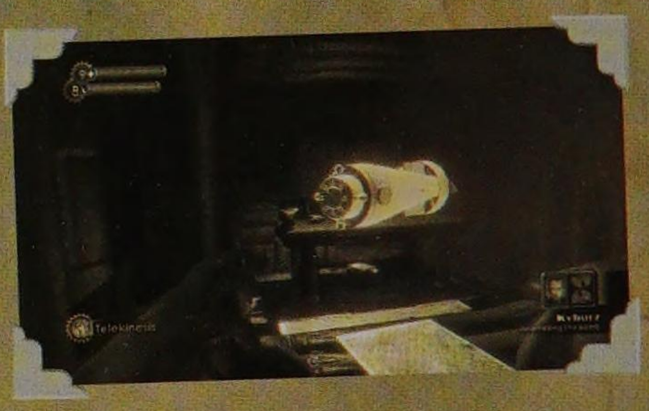


2
Overload the Core.

3
Search Heat Loss Monitoring.

4
Go to Kyburz's Workshops.

5
Finish Kyburz's EMP Bomb.



6
Place the Device on the Core.

7
Redirect the Magma Flow.

8
Destroy Ryan's Mag-Locks.

NEW DISCOVERIES

Plasmids and Tonics		
	Frozen Field 2	Reduces damage from cold and adds a freezing ability to wrench attacks.
	Security Evasion 2	Security Cameras and Turrets take much longer to see you.

Plasmids and Tonics		
	Damage Research	Increases the damage bonuses gained from research.
	Shorten Alarms 2	Decreases the length of time that security alarms stay active when you are spotted.

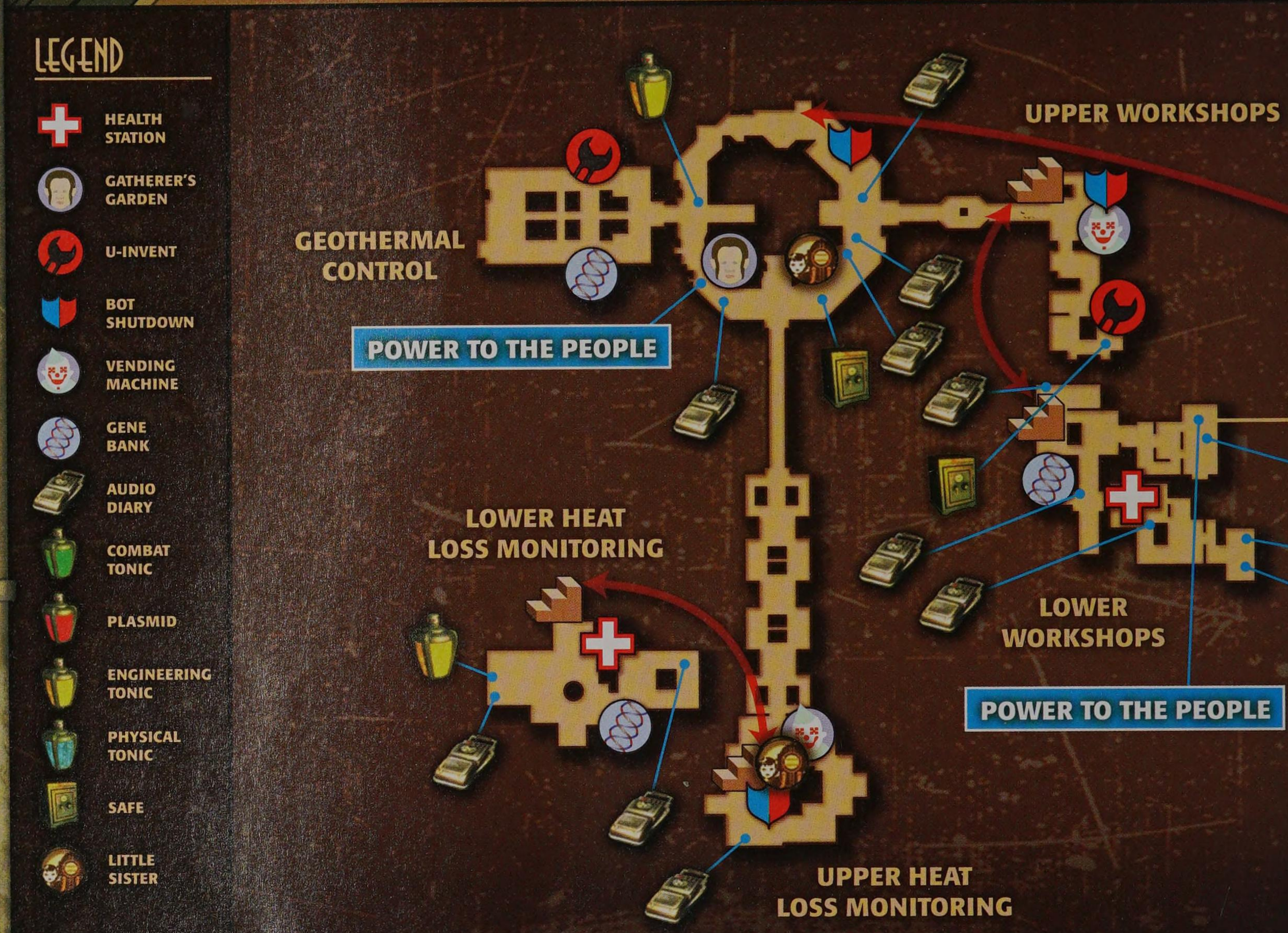
LITTLE SISTERS

You'll encounter the first of three Little Sisters in the Hephaestus Core, on the uppermost walkway. It's guarded closely by an Elite Bouncer.

Hurry to Upper Heat Loss Monitoring to get this Little Sister while she's up and about.

This Little Sister is with her Big Daddy on the walkway that wraps around Hephaestus Core. You'll likely encounter them on your way to the Workshops.

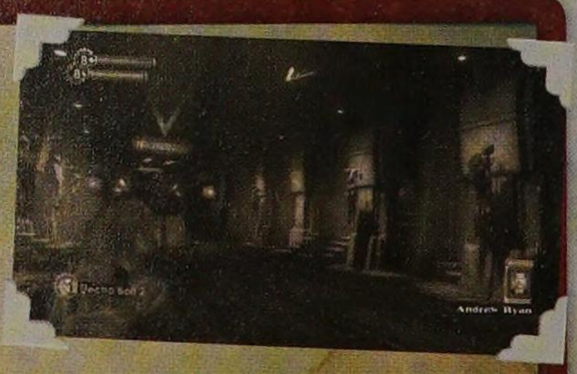
RAPTURE DIRECTORY: YOU ARE HERE



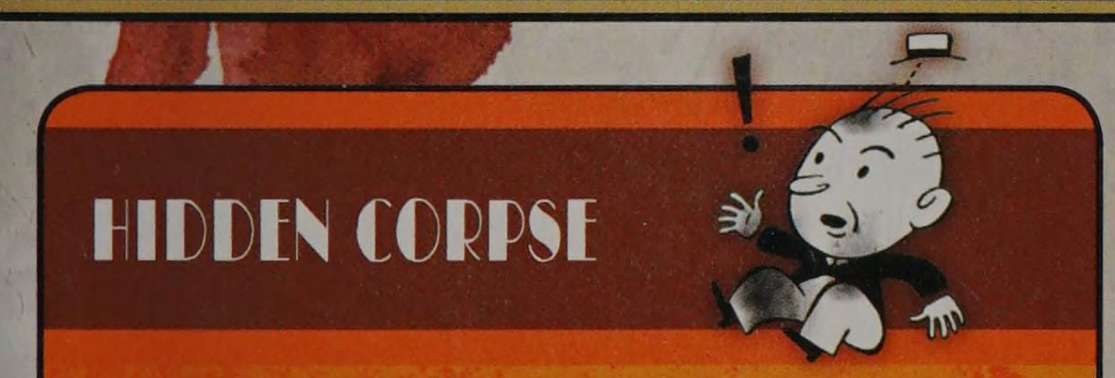
BATHYSPHERE STATION

OBJECTIVE: GO TO ANDREW RYAN'S OFFICE

1 Andrew Ryan is the key to getting out of Rapture. He's holed up in his office, here in Hephaestus.



Exit the Bathysphere Station and proceed left around the circular glass-enclosed corridor towards Ryan's office. A pair of Thuggish and Houdini Splicers attack—use the Electro Bolt 2 and Shotgun to dispense with them and continue on your way. Descend the slope past the machinery and enter the room to the east.



HIDDEN CORPSE

Hop onto the fallen pipe and climb up to the overhead catwalk to find a corpse containing some money and a First Aid Kit—it's not much, but it's better than having to buy one at the vending machine.

Quarter Cans of Ionic Gel?

The blue-striped cylinders contain ionic gel. It's not something you can use for any of your weapons, but you will need it in due time. Make a mental note of where you see these cylinders because you'll need to find a few bottles of the stuff later on. But don't worry, this walkthrough will guide you back to them.

Continue south into the next room and take the Grenade Launcher off the desk in the center. Search the desk and stand in the area for a Heat-Seeking RPG to fall from the delivery tube overhead. A pair of Spider-Splicers follow soon after, so have the Machine Gun ready to fire.

Destroy the Security Camera over the door leading to Ryan's office and pay a visit to the U-Invent machine to the right. You probably have dozens of components that you can use, so go ahead and load up on Heat-Seeking RPGs, Exploding Buck, and Antipersonnel Pistol Rounds.

CENTRAL CONTROL

Follow the signs towards Ryan's office and, while he drones on over the radio about worms and families, go ahead and search the corpses staked to the walls to find the two Audio Diaries. These Audio Diaries reveal plans to launch an attack against Ryan by shutting down Harmonic Core #3. They also hint that information on how to do this could be found in Heat Loss Monitoring.

OBJECTIVE: OVERLOAD THE CORE

2 The door to Ryan is electromagnetically locked. Harmonic Core #3 is the generator that is supplying the power to the locks. You need to overload this generator somehow.

AMBUSH COMING!

Several Houdini and Spider Splicers are hot-cutting their way through the door near the one you came through. Make sure the Chemical Thrower is fully loaded with Napalm, then switch to the Grenade Launcher. Stand back and wait for the door to open. Fire a few Frag Grenades through the opening to weaken the Splicers before they enter the room. Switch to the Chemical Thrower and light them up as they funnel through the doorway!

Enter the room on the side of the large area with the rows of corpse to find the Frozen Field 2 tonic and a safe. Have a look around, then head south across the water-filled room with the dead Big Daddy. Continue through the long winding corridor to Hephaestus Core.

SAFE

Contents: 23 Dollars, 100 Napalm, 3 Proximity Mines

There is a safe under the desk of the bunkroom to the south of Central Control. Head up the steps near the door the Splicers, cut through, and go inside. Use an Automatic Hack Tool or the Buyout option to open this safe—those Proximity Mines will prove to be invaluable before long!

OBJECTIVE: SEARCH HEAT LOSS MONITORING

3 Anya Andersdotter was trying to overload the core, but appears to have been caught. Follow her trail to Heat Loss Monitoring and look for more information.

HEPHAESTUS CORE

Hephaestus?

Hephaestus was the mythical Greek god of technology, metallurgy, and fire. Historically, Hephaestus was worshipped throughout the Athens industrial centers and was even given a temple. It is believed that Hephaestus was responsible for crafting many of the mystical metallic equipment that appears in Greek mythology including Achilles' armor, Helios's chariot, and Eros's bow and arrows.

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Bouncer

Enter the Hephaestus Core area and head through the door to begin the trip around the circular area. You may immediately notice a pair of Splicers fighting an Elite Bouncer in the distance. Hit the Splicers and Big Daddy with the Enrage Plasmid to make sure they ignore you and wait a moment to see where the battle heads. Make your way to the opposite end of the walkway from them. Whether that means you simply stay put near the door, or trade places with them, will depend on what they do.

Wait for the Elite Bouncer to kill off the two Splicers, then lay a series of Proximity Mines down between you and the target. Fire a Heat-Seeking RPG at it to get its attention then back away as it rampages into the Proximity Mines. Finish off the Elite Bouncer with Exploding Buck.

Descend the stairs near the Vita-Chamber and follow the signs towards Heat Loss Monitoring—they'll direct you to continue in a clockwise direction towards the Gene Bank to the next staircase. Don't descend the next set of stairs just yet though. First, head to the end of the walkway and locate the safe in the corner behind the machinery.

SAFE

Contents: 58 Dollars, 30 Antipersonnel Auto Rounds, 5 Steel-Tip Bolts

This is a tricky safe to spot, as it's tucked away behind the machinery and rocks at the end of the walkway. Crouch down and crawl behind the machinery towards the Proximity Mine on the ground to access it. It's a very difficult safe to hack, however, so consider using an Automatic Hack Tool or simply use the Buyout option. That shouldn't be hard considering all the money you've collected from the two Big Daddy corpses you've encountered recently.

BALLISTIC TEST DUMMIES

If you have the Target Dummy plasmid, go ahead and equip it at the Gene Bank before entering the Heat Loss Monitoring area. The next two Big Daddies you encounter will be in relatively tight quarters. Having the Target Dummy plasmid will be able to buy you some room by potentially luring the Big Daddy in another distraction.

Descend the stairs to the third level from the top and proceed to the Circus of Values machine (don't use it!) near the Heat Loss Monitoring entrance. Follow the narrow walkway jutting out into the center of the core to find an Automatic Hack Tool near the corpse.

CIRCUS OF HORROR!

The Circus of Values vending machine near the entrance to Heat Loss Monitoring is rigged to drop a Frag Grenade every time you approach it. Stay clear of it. If you need to access a Circus of Values machine, there's another one on the very lowermost level of the walkway. Just head back to the north and descend the next set of stairs.

HEAT LOSS MONITORING

The path to Upper Heat Loss Monitoring leads you through a machinery-filled room littered with the corpses of those who've come before you. The lights go out twice while you cross the room, but it isn't until you near the corpses closest to the exit that you need to be afraid. Prepare for the ambush by the Houdini Splicers playing dead by using Telekinesis to carry one of the flammable cylinders or explosive drums with you across the room. As soon as the Splicers get off the floor, back away and throw the makeshift bomb at them. Retreat to the near side of the room and use Telekinesis to hurl another cylinder at those who survived the first blast.

"You're not a man... you're just a termite at Versailles."
– Andrew Ryan

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Bouncer

Enter the room and loop around to the right quickly, as the Little Sister in this area is growing tired and her Big Daddy is about to put her back into her hole for the night.

Place any Proximity Mines you have near the small set of steps leading down to the walkway where the Big Daddy is, then use the Target Dummy plasmid to place a dummy near the Proximity Mines. Move back a few steps and fire a Heat-Seeking RPG at it to get its attention. If you placed everything properly, the Elite Bouncer storms towards the Target Dummy and hit the Proximity Mines. This gives you a chance to unload on it with Armor-Piercing Auto Rounds from afar.

Spend your take at the Circus of Values machine and descend the stairs to Lower Heat Loss Monitoring. Hack the circuit breaker on the left to disable the electric current flowing into the water below. Search the area at the base of the left-hand stairs, then climb back to the central area and battle the two Splicers that appear—a well-aimed shot should detonate the drums in the middle of the floor and kill them both.

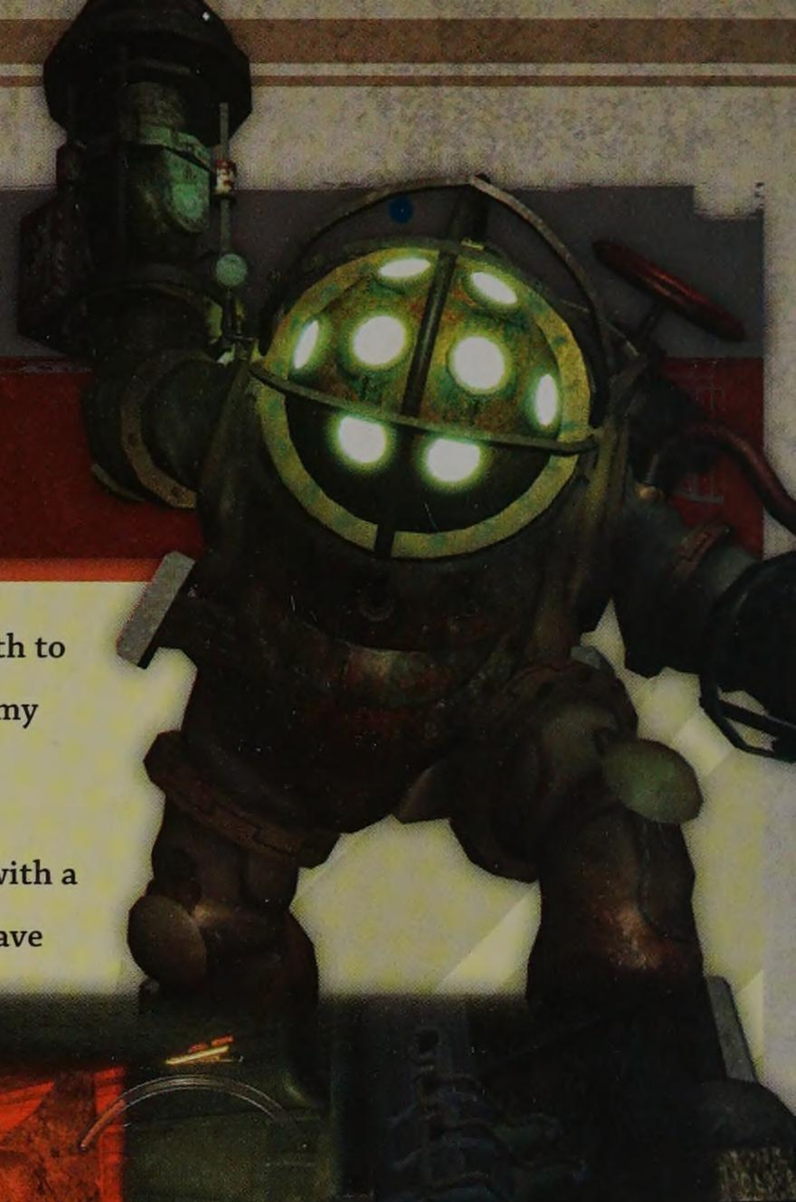
Descend the other set of stairs and pick up the Security Evasion 2 tonic on the desk. Of even more importance than this valuable tonic is the Audio Diary next to it—it's from Pablo Navarro and he's speaking about telling Anya to visit Kyburz's workshop.

OBJECTIVE: GO TO KYBURZ'S WORKSHOPS

4 Pablo pointed Anya towards Kyburz's Workshops. Follow her trail there.

HEPHAESTUS CORE

Exit the Heat Loss Monitoring area and head up the ramp to the left to the Power to the People and Gatherer's Garden machines. Finish upgrading the third weapon you chose to focus on then use the Adam you've collected from the Little Sisters to purchase the **Electro Bolt 3** plasmid and, if possible, an extra tonic slot.



LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Bouncer

Ascend the staircase towards the Workshops entrance and continue a few paces to the north to find the third Little Sister. Take the necessary research photos then ready the Target Dummy plasmid and place a pair of dummies off to the side.

With the Target Dummies in place, you're ready to start the attack. Hit the Elite Bouncer with a Heat-Seeking RPG or Frag Grenade, then switch to either Explosive Buck or, if you don't have any of those left, equip the Chemical Thrower and torch it with Napalm! Add additional Target Dummies to the area to lure the Elite Bouncer off your scent, then reload and open fire again!

SEARCH THE WORKSHOPS

Search the Workshops for any information that could help you determine how to overload the core.

Jump over the Trap Bolts on the left to search the Crossbow and corpse on the ledge for ammunition, then sweep your way across the Upper Workshops area looking for items and clues. Each of the lockers can be opened—although most only contain Potato Chips—and there is a safe in the far corner.

SAFE

Contents: 6 Frag Grenade, 12 00 Buck, 6 Steel-Tip Bolt

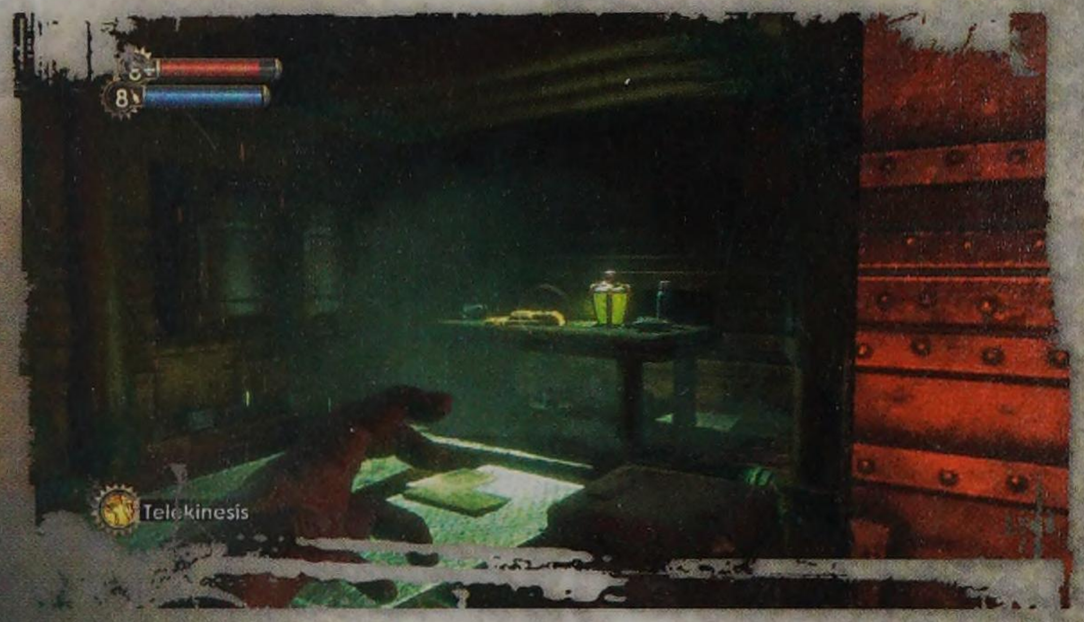
This safe is located in the Upper Workshops area, off to the far right-hand corner. The U-Invent machine nearby should be able to accommodate any needs you have for an Automatic Hack Tool, but don't be afraid to use the Buyout option either or to skip this one altogether if you're not in need of Frag Grenades or 00 Buck.

Equip the Electro Bolt 3 plasmid and descend the stairs to the Lower Workshops. Quickly stun and hack the two Turrets flanking the entrance to Kyburz's Office. With your back to Kyburz's Office, locate the crawlspace door on the right-hand side, just below the steps. This leads back beneath the main staircase and contains several storage crates filled with invention components, as well as a very well-hidden Audio Diary.

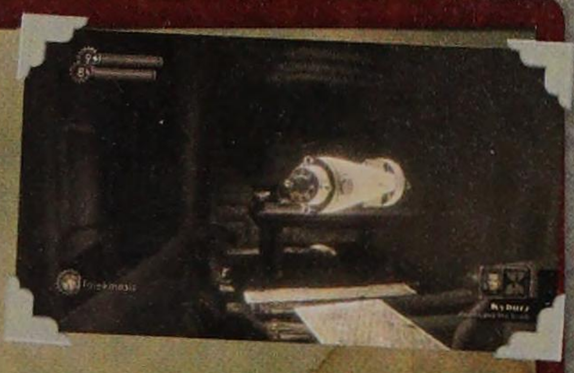
Exit the crawlspace and search the area near the Gene Bank at the base of the stairs. There is another valuable Audio Diary here, on which Kyburz mentions his "device". It's time to find this thing and see what Kyburz had in mind! Frisk the body that is lying in the center of the floor for yet another Audio Diary of Kyburz's

then continue south towards the Big Daddy corpse. Head up the steps and look behind the toppled desk for another crawlspace.

Sneak your way through the mechanical access shaft to Kyburz's secret workshop. Here you'll find the **Damage Research** tonic and the all-important "Assembling the Bomb" Audio Diary. The bomb casing is on the table across the room from the desk, and it's a looker!



OBJECTIVE: FINISH KYBURZ'S EMP BOMB



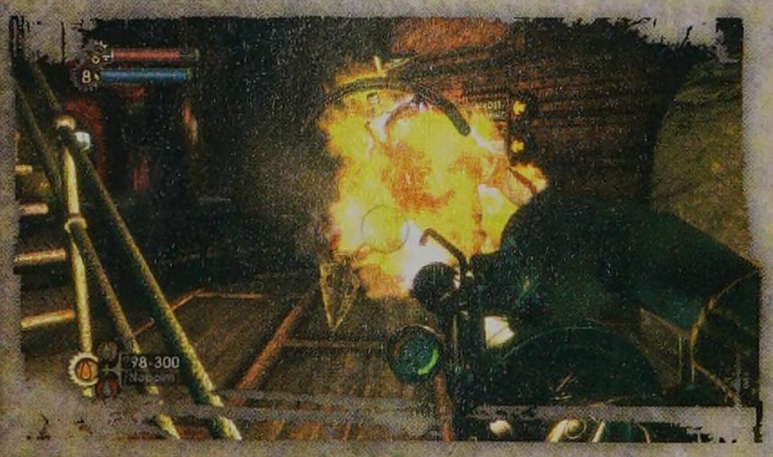
5 **Kyburz was working on a device that would overload the central harmonic core in Hephaestus. Unfortunately, he never finished it before he disappeared. You'll have to finish his work. Take all the required components to the Workshop Area where the casing is. Place them in the bomb casing to complete the bomb.**

In order to finish the EMP Bomb you have to find four R-34 Wire Clusters (taken from Big Daddy corpses), two quarter-cans of Ionic Gel, and one Nitroglycerin Charge. Start the search for the missing parts by exiting the secret workspace and taking the R-34 Wire Cluster from the dead Big Daddy near the steps. With that first cluster in hand, turn your attention on the Elite Bouncer that's been patrolling the Workshops the whole time you were there. The Turrets you hacked earlier will join in the fight—especially if you hit the Big Daddy with the Security Bullseye plasmid—and you should be able to finish it off with a Heat-Seeking RPG or Frag Grenade. Take the R-34 Wire Cluster from it and head upstairs.

G'day Mate!

If you've been listening closely to the Audio Diaries scattered throughout Hephaestus, then you know that the security code to Kyburz's Office is the four-number date of Australia Day. According to the poster on the wall, Australia Day in 1959 was January 26th.

Head back to the far corner of the Upper Workshops where the safe was and locate the single Quarter-Can of Ionic Gel on the table. You're halfway there! The rest of the components, Nitroglycerin Charge withstanding, are located outside the Workshops. Load up on ammo at the U-Invent machine and head back outside to the Hephaestus Core.



Once on the circular walkway, turn to the right and search the Elite Bouncer corpse for the third Wire Cluster. The second Quarter-Can of Ionic Gel is just beyond it, atop the machinery down the ramp. Lastly, you'll be able to find the final R-34 Wire Cluster in the back of the Elite Bouncer patrolling the Hephaestus Core area. Pull out the big guns and have at it! Yank the cords from its back and return to the Lower Workshops; it's time to search Kyburz's Office.

KYBURZ'S OFFICE

Enter the code "0126" on the keypad to enter Kyburz's Office and step in slowly. There is an incredibly intricate network of Trap Bolts laced throughout the area—Kyburz clearly trusted no one. Use Telekinesis to grab the bolt-head and aim at the ceiling or high on a wall above the anchor-point and throw it there. This assures it's safely out of the way and won't be a problem for you later. Make your way through the maze of Trap Bolts down the stairs and over to the filing cabinets near the Pneumo Tube. Search these containers and head to the rear of the office where a Power to the People machine is located. At this point in the game, which weapon you choose to upgrade is dependent on which of the three remaining weapons you find yourself using the most, but you may want to upgrade the Grenade Launcher.

"It is our impatience that invites in the Parasite of big government."
– Andrew Ryan

Now for the Nitroglycerin Charge. Locate the red button on the side of the Kyburz's desk and press it. This opens the bullet-proof panel sealing the pink Nitroglycerin Charge on the wall. A Turret emerges from a hidden floor panel near the door. Hit it with Electro Bolt 3 from across the room and quickly make your back through the Trap Bolts and out the door.

Return through the crawlspace in Upper Workshops to Kyburz's secret workspace. Once there, place all of the components into the EMP Bomb Case to finish constructing the device. Pick up the EMP Bomb.

OBJECTIVE: PLACE THE DEVICE ON THE CORE

6 **You've finished building the device. Bring it to the Harmonic Core in the center of Hephaestus that is powering the magnetic seals on Ryan's door. The Core is accessible via a catwalk you can reach through lower Geothermal Control.**

GEOTHERMAL CONTROL

Follow the walkway around the Hephaestus Core in a counter-clockwise direction until you reach the Geothermal Core entrance and head inside. The Geothermal Core entry area is devoid of Splicers so take your time and hit up the Gene Bank and U-Invent machines located here. This is a great time to splice the SportBoost 2 tonic if you have it—that extra speed should come in handy!

AVID INVENTOR?

Depending on your luck with the Scrounger tonic and how many inventions you've been making, you may very well find yourself with enough Batteries, Glue, and Alcohol to make a dozen or two bundles of Trap Bolts. Although it may seem like a waste since you can't possibly carry them all, this is a great way to pad the number of inventions you've made and take one big step towards completing the "Avid Inventor" Achievement.

Continue to the far end of the area and hack the two Turrets flanking the stairs—you're going to want them on your side! Atlas radios in with a plan for removing the water flooding the room so you can use the elevator. Collect the items from the storage crate and prepare for battle.

OBJECTIVE: REDIRECT THE MAGMA FLOW

7 **In order to clear the flood, you must crank the Redirect Valve until the interlock is fully engaged. This redirects the magma into the lower levels and should boil off the water.**

Ryan isn't going to sit back and let you continue lugging an EMP Bomb towards the harmonic core, so you can bet quite a few Splicers will pour into the room as you crank the valve. Use the Proximity Mines in the storage crate to lay a series of explosive traps at the foot of the stairs on each side of the room. With the mines in place, add a few Trap Bolts for to add a second layer of defense. If done right, you won't have to worry about the enemies at all.

With the defense perimeter in place, you're ready to start turning the valve. Approach the valve and continue to turn it until all of the lights on the panel turn green, signaling the full flow of the magma. The magma boils off the water, the elevator comes up, and you can descend to the lower level. Head through the door to the east, pick up the **Shorten Alarms 2** tonic and Automatic Hack Tool and continue on to the Hephaestus Core.

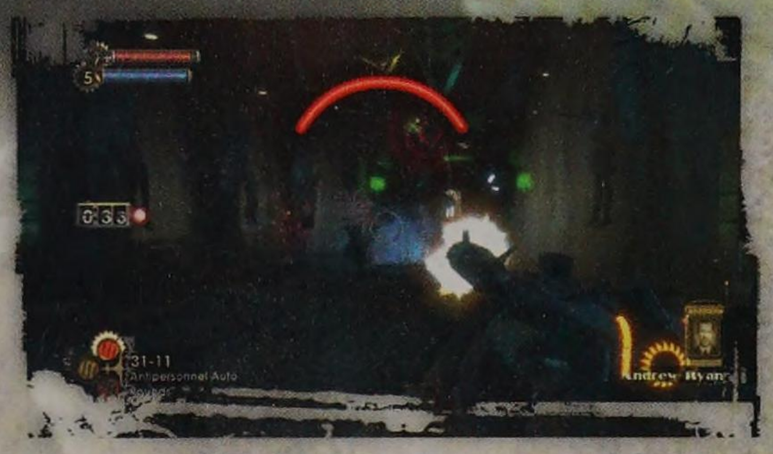
Ride the lift up one level and place the EMP Bomb on the Harmonic Core platform. This starts to override the system—not to mention initiate one hell of a security call! Quickly make your way back up to the upper level of the walkway and back to Central Control where the entrance to Ryan's Office is located. Don't try to stop and fight, just keep running!

OBJECTIVE: DESTROY RYAN'S MAG-LOCKS

8 You've overloaded the harmonic core powering the mag-locks on the door to Andrew Ryan's Office. Throw the circuit breaker in front of the door to destroy them with a massive surge of power.

"My strength is not in steel and fire, but in my intellect and will."
– Andrew Ryan

Run back to Central Core—making sure not to stop for anything—and throw the Circuit Breaker to overload the mag-locks securing the doors to Ryan's Office. All sorts of Splicers and Security Bots will be raining hot lead down upon you from all directions, so focus on the task at hand and be ready to use those First Aid Kits you've hopefully been stockpiling. It takes a few seconds for the mag-locks to blow open, so sit tight and be ready to run through the door to the bulkhead door as soon as it opens.



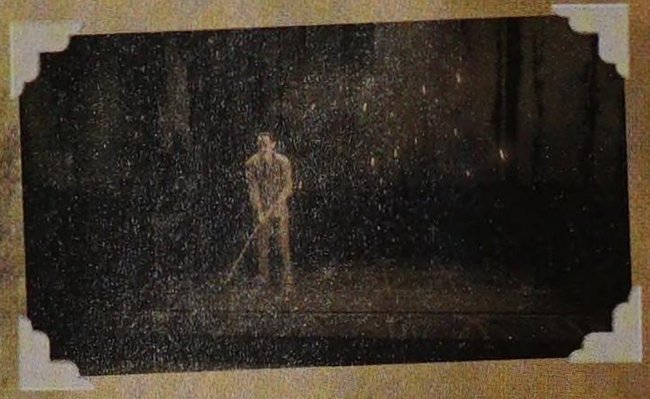
Prologue
Life Underwater
Arm Yourself
Evolve Today
City Directory

RAPTURE CENTRAL CONTROL

Jack has made it past all of Ryan's defenses and is primed to complete his mission. It's time to say goodbye to Mr. Andrew Ryan once and for all...

OBJECTIVES

1
Kill Andrew Ryan.

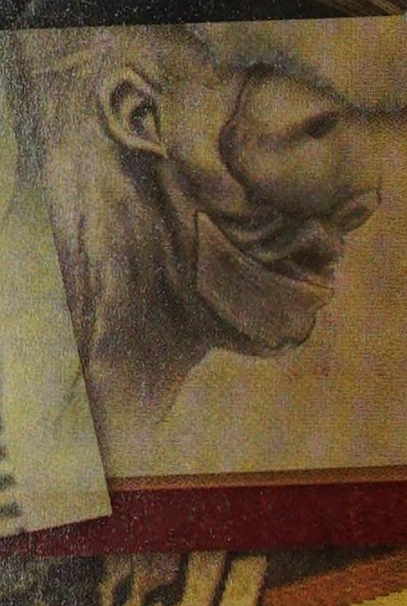


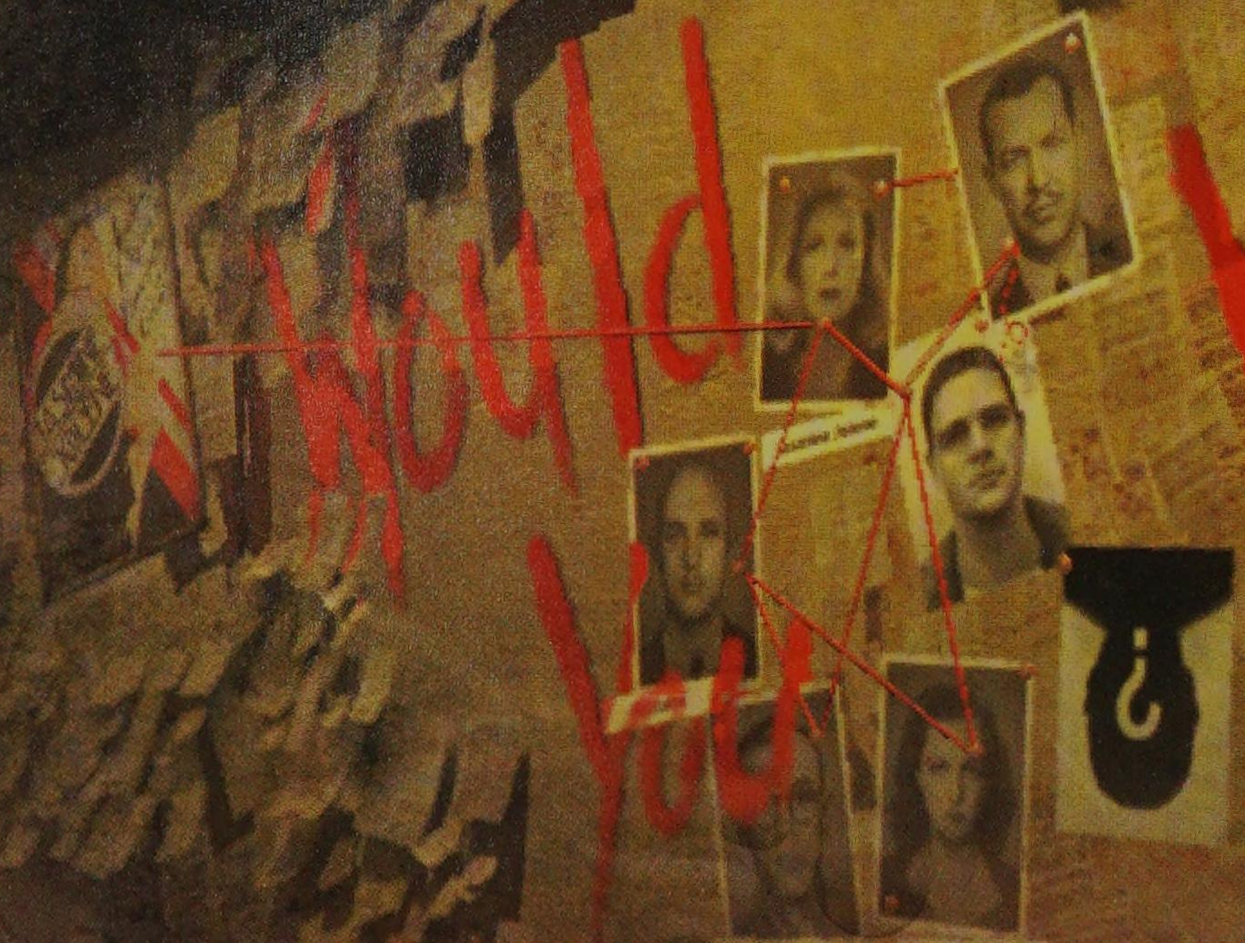
2
Escape!

of the Rapture Times

a bottle!

PLASMIDS BY RYAN INDUSTRIES





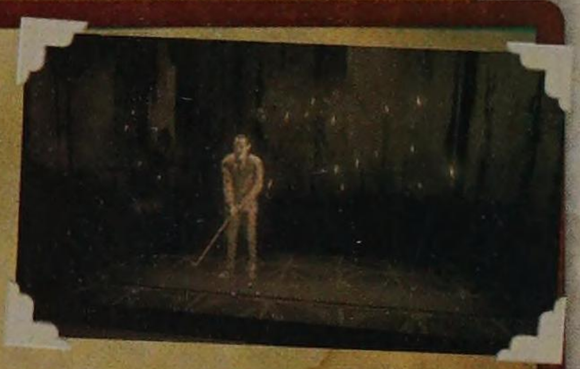
CONTROL ROOM

Spoiler Alert!

This short but very important portion of the game features a climactic moment in which you come face-to-face with Andrew Ryan. It's a powerful scene that is sure to live on in player's memories long after the credits roll. Care has been taken to minimize spoiling the events and excellent dialogue that takes place at this meeting, but be warned. Those looking for a recap of the events that take place here are directed to the following chapter, "Olympus Heights" where a summary of this powerful story is provided.

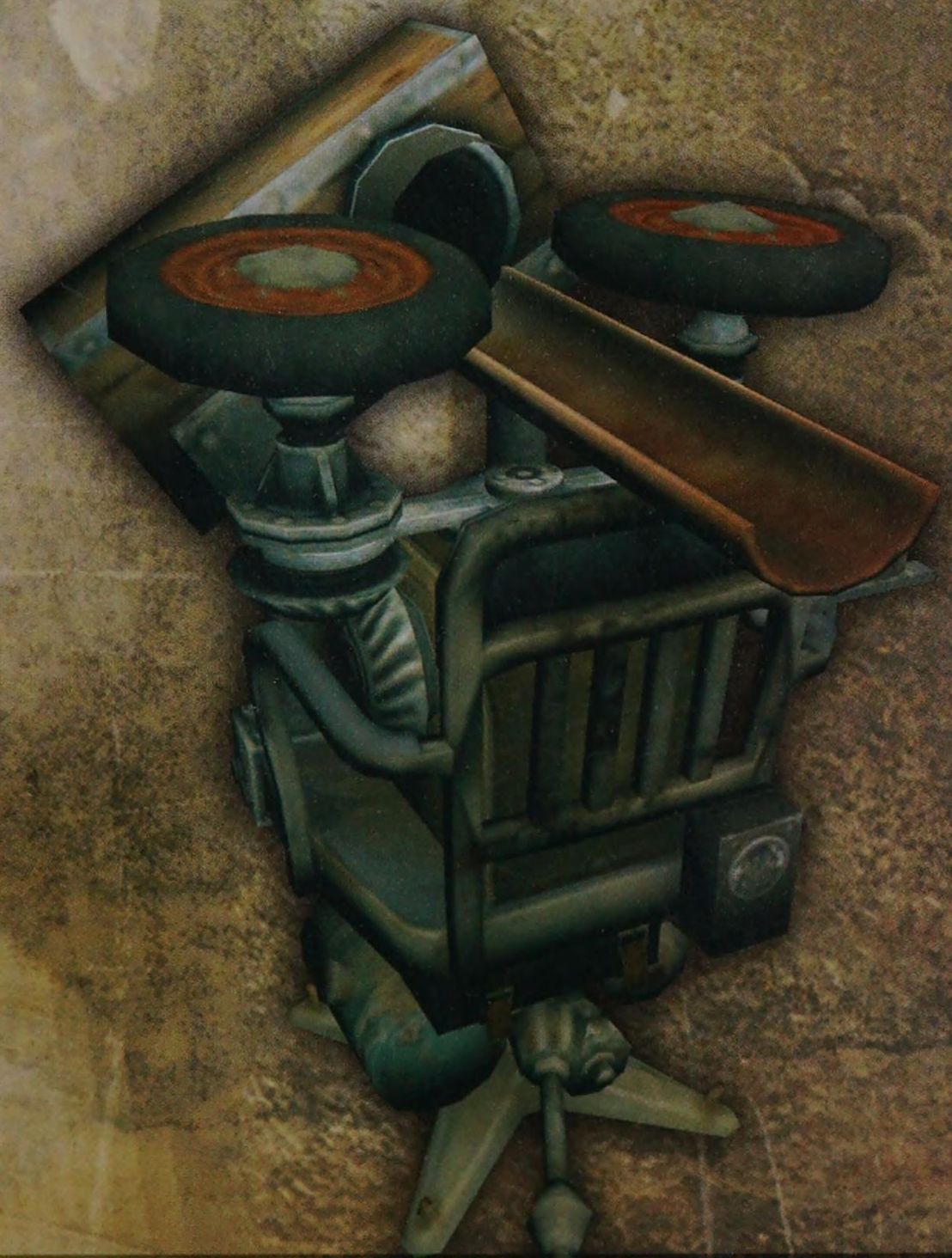
OBJECTIVE: KILL ANDREW RYAN

1 **You've made it into Andrew Ryan's Office. He is here somewhere. Find him, and kill him.**



Search the perimeter of the area for items and be sure to replenish your stock of First Aid Kits at the Circus of Values machine on the right. The doors up ahead are malfunctioning so you're going to have to find another way in. Climb the left-hand stairs to the upper catwalk and crawl through the maintenance shaft. Knock the grating out and drop to the floor below. Take a long look at the photos on the wall, listen to the Audio Diaries, and continue into Ryan's Office.

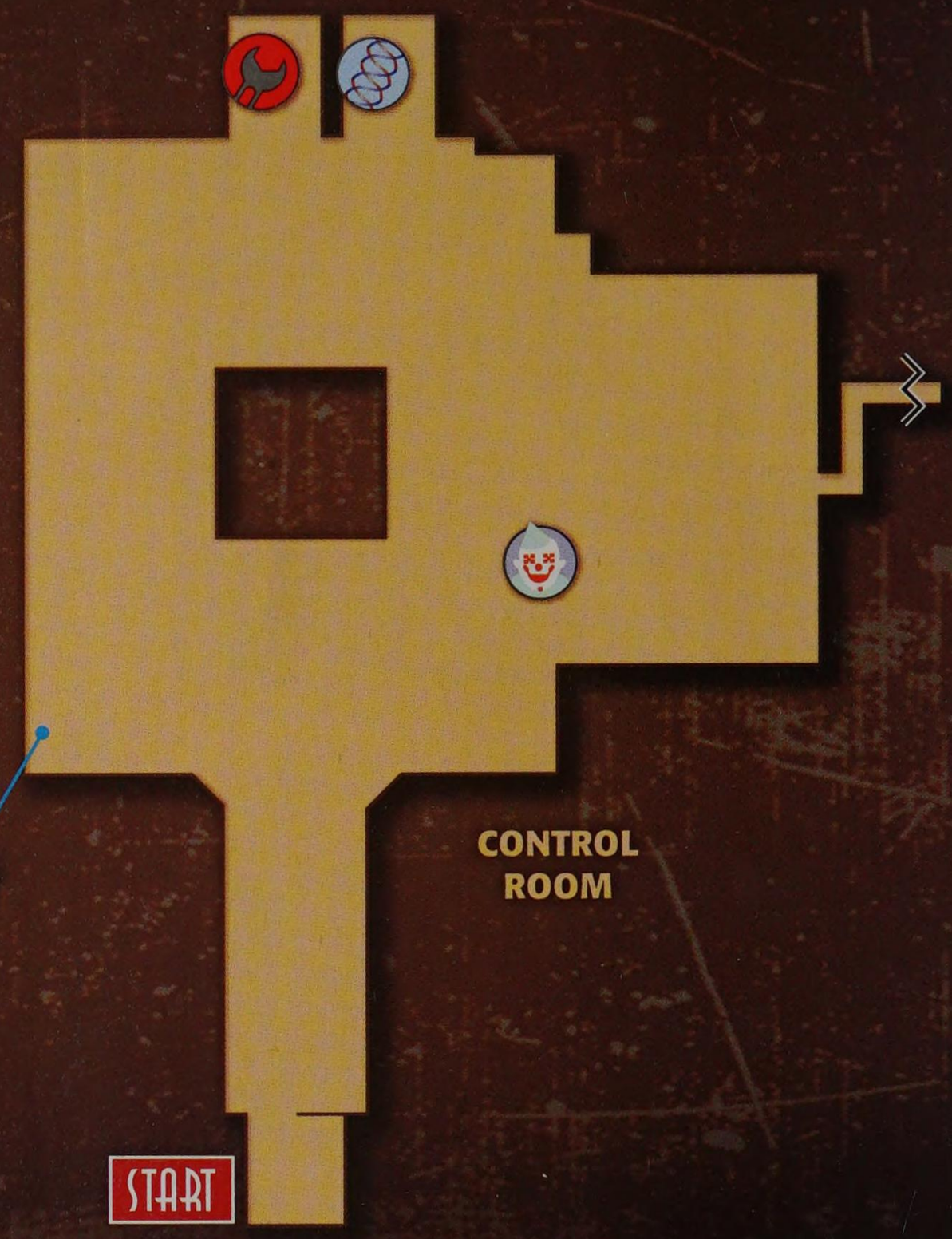
Ryan comes on the monitor in the main Control Room as you enter the area and reveals his plans—if he's going to go down, he's taking the whole city with him. He triggers a massive meltdown of the entire system that, if not stopped, will destroy every last piece of the city.



RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER



RYAN'S OFFICE

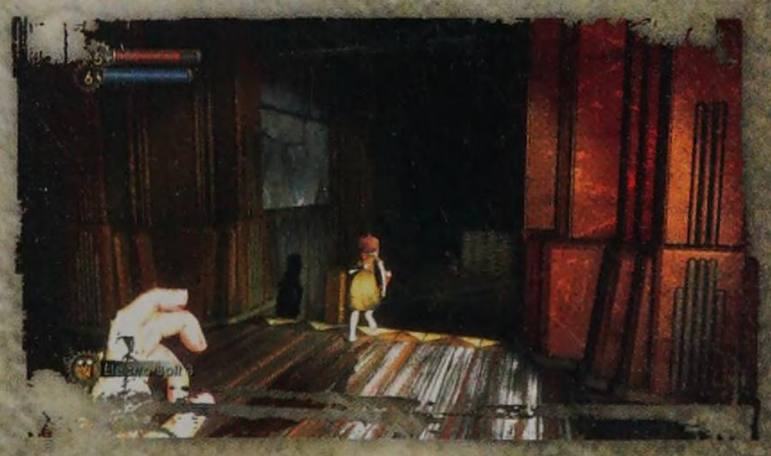
Approach the glass partition to begin the long-awaited meeting with Andrew Ryan. He'll soon unlock the door to the left and come to talk up close. Listen to what he says and sit back and watch the events unfold.

With the meeting over, and the Override Key safely in your grasp, head into the main portion of Ryan's office and take the fifty dollars from his desk. Cross the room to the southern end and use the key to stop the self-destruction of Rapture. Atlas comes on the radio to let you know how proud he is of you once the self-destruction has been stopped.

OBJECTIVE: ESCAPE!

2 **Ryan is dead... but Atlas/Fontaine has betrayed you! Find a way out of there, and fast! Maybe the Little Sisters can help you...**

Run back to the main office area and follow the Little Sister crouched down in the center of the room. Security Bots and Turrets appear from beneath the globes Ryan had positioned around his office, but just ignore them. Follow the Little Sister past Ryan's body to the Control Room area and into the maintenance shaft where the other Little Sister awaits. Turn to the right and crawl into the darkness...



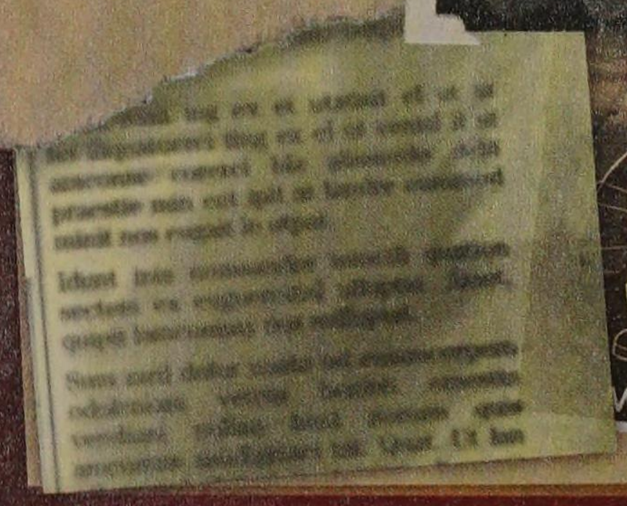
OLYMPUS HEIGHTS

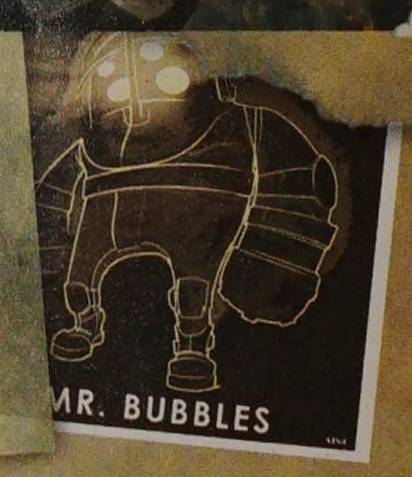
Jack's world is upside-down. There was no way he could have foreseen his confrontation with Andrew Ryan taking the turns it did. Sure, Ryan is dead and Jack did deliver the fatal blow, but not before Ryan exposed Jack for what he really is—a slave. And as if that wasn't bad enough, Atlas revealed the full extent of his manipulation moments later. There is no Atlas. Atlas is just an alias and a trusting accent Frank Fontaine came up with so Jack would believe him. Fontaine created Jack right here in Rapture. He took him at birth and fed him till he was grown; he taught him how to fight; and most important of all, he spliced his brain with mind-controlling plasmids that turned him into a slave. Yes, Jack was indeed the illegitimate child of Andrew Ryan and a stripper named Jasmine, and now he's a fully grown man capable of carrying out Fontaine's most immoral commands. Everything he thought he knew about life up until the plane crash was all a hoax, a virtual reality of sorts programmed into his mind, so that he'd be willing to kill Ryan in order to try and leave Rapture.

OBJECTIVES

1
Save Yourself From Fontaine.

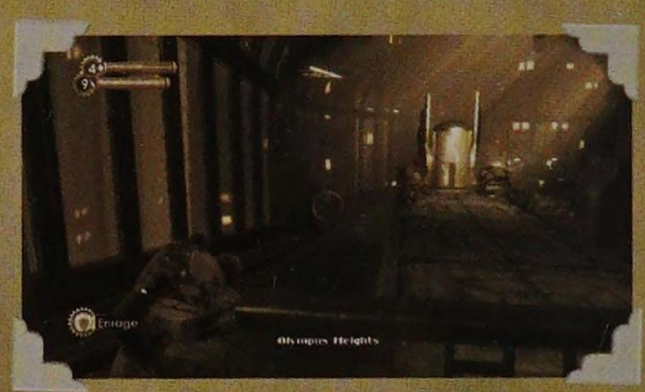
2
Search Suchong's Apartment.





3
Get the Lot 192 Remedy.

4
Get a Second Dose of Lot 192.



LITTLE SISTERS

The very first Little Sister is located just up the road from the Sewers in Olympus Heights. Look for it and its Elite Rosie near Bistro Square.

You'll hear the nursery rhyme music as you enter Mercury Suites and that could only mean one thing; it's bed time for the Little Sister. You can spot her and the Elite Rosie just inside the building.

NEW DISCOVERIES

Plasmids and Tonics

Clever Inventor	Reduces the quantity of components needed to make inventions at U-Invent machines.
Electric Flesh 2	Increases the damage you inflict when using electrical attacks, but also reduces the damage you incur from electrical attacks.

Enemies

Elite Rosie

Elite Rosies fire their high powered Rivet Gun and lob Proximity Mines just like their lesser namesakes, but they are far tougher, more aggressive, and very fast.

TENENBAUM'S SAFEHOUSE

You'll wake in a bed, far from Hephaestus, and for the first time in a long, long while you feel comfort. Tenenbaum runs this Safehouse to protect the Little Sisters and now it seems as if you have fallen under her care as well. While you slept, Tenenbaum was able to remove some of the genetic splicing that Fontaine had done—you'll no longer bark like a dog at the sound of those three simple words of his. But, she cautions, Fontaine does still possess some control over you.

Take a look around the Safehouse and collect any items you see of value. One of the Little Sisters tells you to follow her up the stairs. Proceed after her and exit the Safehouse into the streets of Olympus Heights.

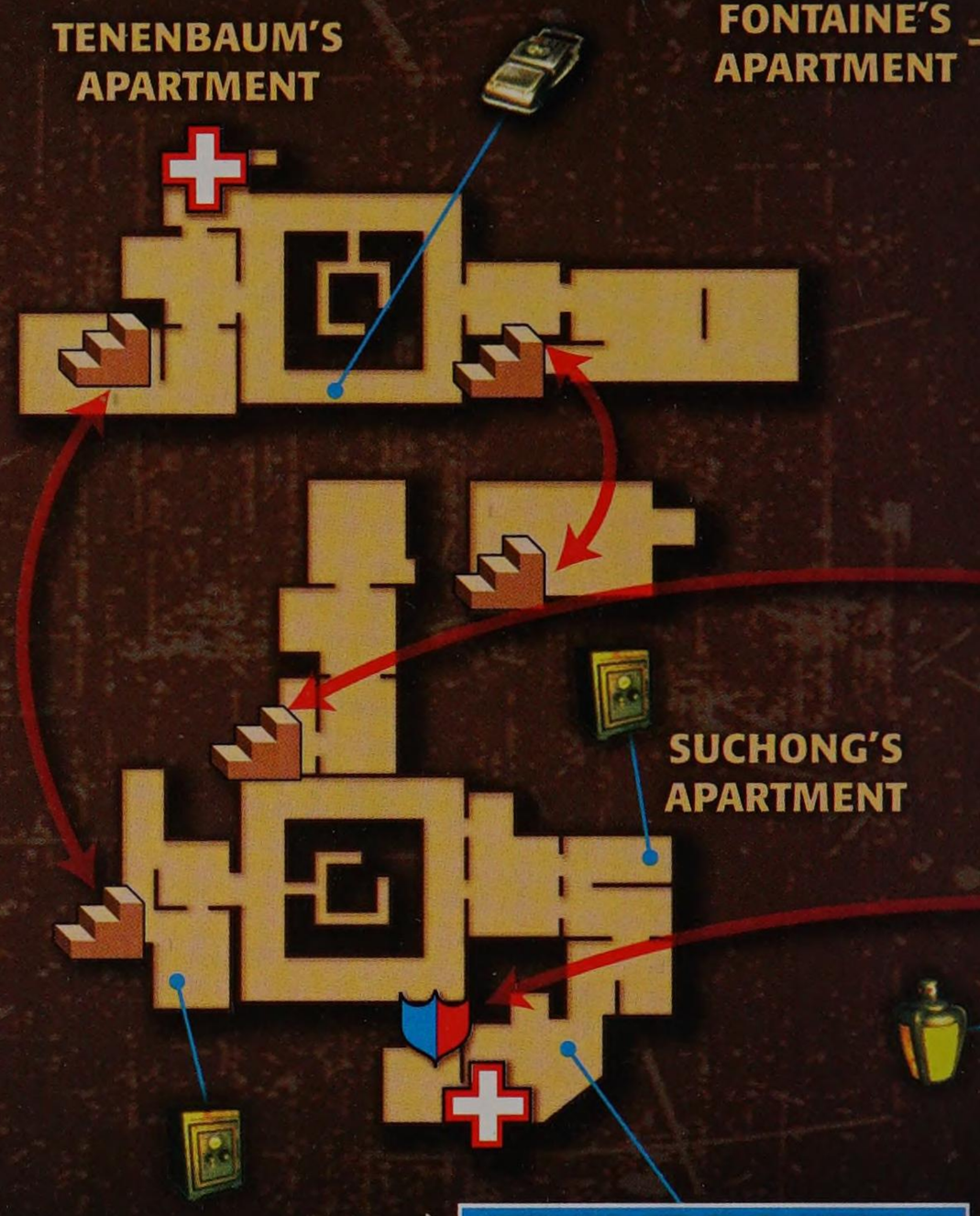
OBJECTIVE: SAVE YOURSELF FROM FONTAINE

1 Fontaine wants you dead. Tennenbaum has freed you from much of his mind control, but he still influences you in some very unpleasant ways. You must find a way to rid yourself of his mind control before it's too late.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER



Momma Tenenbaum Says He's Mean!

The Little Sisters' reaction to your presence depends on how you have handled the dilemma presented each time you killed a Big Daddy. It doesn't matter how many Little Sisters you've harvested, for even one is too many in their eyes. Expect a chilly reception by the Little Sisters unless you have rescued every one of them encountered up to this point.

OBJECTIVE: SEARCH SUCHONG'S APARTMENT

2 Suchong designed your mind. Go to Suchong's Apartment in Mercury Suites, and find some information on how to counteract Fontaine's influence.

You'll exit the Safehouse in the sewers. Make a quick clockwise loop around the area to collect the available items and, most importantly, the Gate Crank in the well-lit corner near the corpse. This crank can be used to hoist the heavy gate blocking entrance to the streets of Olympus Heights.

Code Yellow?

Fontaine's issuance of the Code Yellow command has triggered a reaction deep inside your circulatory and nervous systems that is causing your heart to slowly shut down. You will periodically suffer a brief attack—you'll cringe in pain and the screen will blur brightly—that will cause a slight decrease in your maximum health level. It's now more important than ever that you research the Little Sisters to counter this effect, as they yield research bonuses that increase health and EVE levels. Also, always keep a full compliment of First Aid Kits on hand, and consider using any Adam you earn to buy a Health Upgrade.

OLYMPUS HEIGHTS

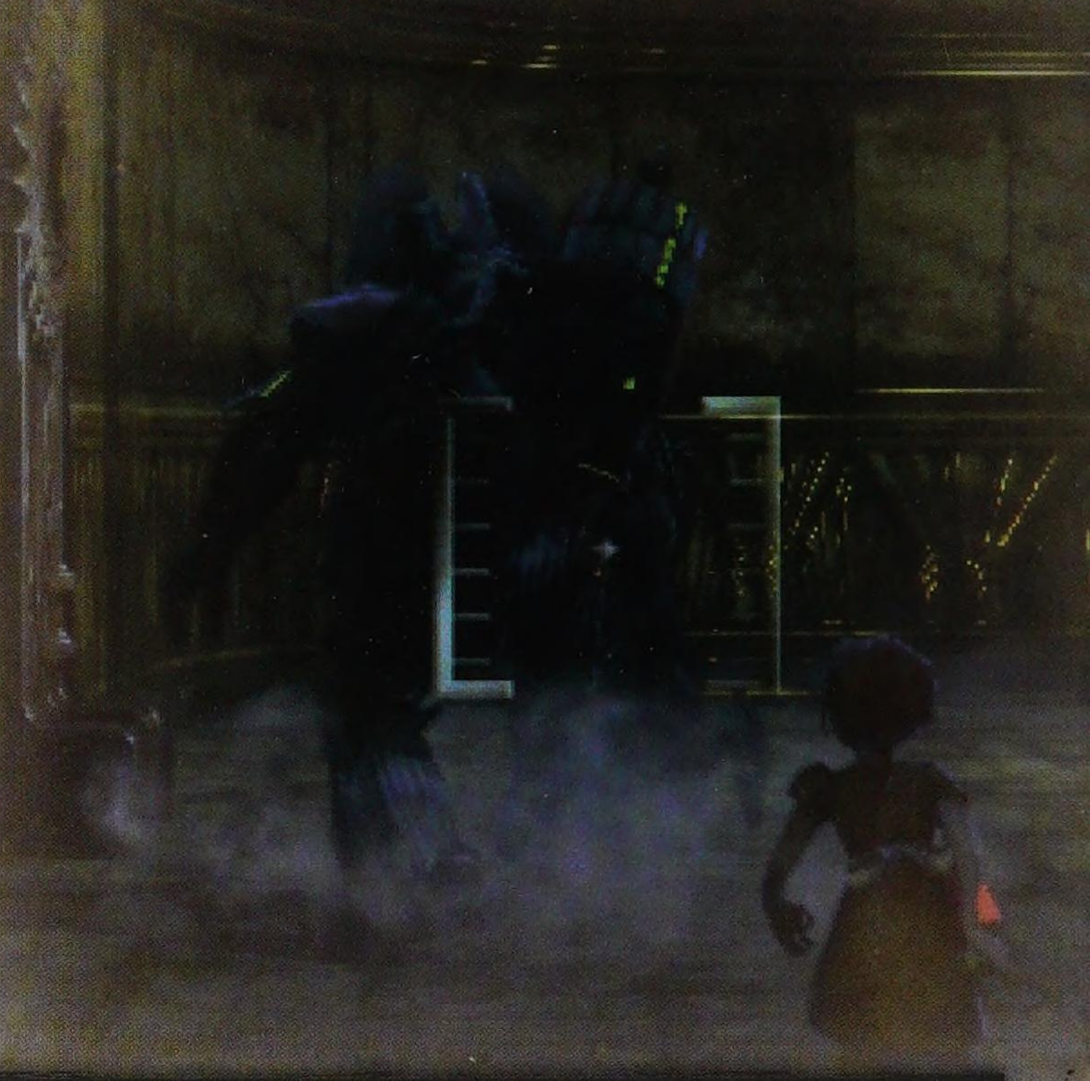
Climb the sloping roadway out of the sewers to the main streets of Olympus Heights, a residential district within Rapture. Head south with the Incinerate! plasmid selected and use it to burn the two Splicers near the trolley up ahead. Many of the Splicers in Olympus Heights are immune to electricity so, if you've been using Electric Bolt often, you're going to have to adapt and rely more heavily on Incinerate! and Winter Blast.

SAFE

Contents: 4 Electric Buck, 99 Napalm, 2 First Aid Kits

This safe is tipped over on its side, inside the trolley at the end of the street. Approach the safe through the window of the vehicle and use the Automatic Hack Tool found in the Sewers to open it.

Head north down the street and hack the Turret beyond the newsstand. The road forks around Bistro Square, but stay on the south side of this area for now and look for the Little Sister.



LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Rosie

Take photos of the Elite Rosie as it helps the Little Sister out of the hole to the left of the Turret—this battle is much easier if you have reached the third Research Bonus prior to fighting it. Nevertheless, while the Little Sister is exiting the hole, take to setting up a series of Proximity Mines in the area and a Target Dummy to attract the Elite Rosie away from you once you initiate contact.

Use the large wall south of the newsstand for cover and begin firing Frag Grenades or Incendiary Bolts at the Elite Rosie. It will hit the Proximity Mines and will likely be stunned, however briefly. Use another Target Dummy and continue to hit it with Frag Grenades. A Nitro Splicer may happen by during the battle—enlist its help with the Enrage plasmid.

Hack the Turret near the Gatherer's Garden machine to the west and take a moment to spend your newly-acquired Adam. Purchase the **Incinerate 3** plasmid as well as an extra tonic slot or perhaps the **Speedy Hacker 2** tonic. Sweep through the diner and continue north up the road. A couple of Splicers attack near the streetcars up ahead, but you can use your new plasmid to light them up real good! Just be ready to hit them with Electro Bolt 3 should they belly-flop into the water on the trolley tracks.

THE HANDY-DANDY FLYING CORPSE!

Both of the streetcars have some useful items in them, but the one on the right has numerous Trap Bolts inside it. Hop onto the light near the circular window you'll enter through and use Telekinesis to pick up the corpse inside the car. Use the corpse to trip each of the Trap Bolts to enter safely.

The stairs leading up to the Mercury Suites entrance contain several Nitro and Leadhead Splicers waiting to ambush you. Have the Research Camera and Electro Bolt 3 ready and quickly zap 'em and snap 'em before drawing the Machine Gun or Shotgun. Back away from the stairs to lure them out of their cover and look for them to wade into the water near the trolley tracks. Hit them with the Electro Bolt 3 as soon as they get wet.

MERCURY SUITES

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Rosie

Hack the Security Camera on the wall just inside Mercury Suites and round the corner towards the sound of the Big Daddy. Splicers will likely be occupying the big one's attention at the moment, thereby giving you time to set up your trap.

Lay several Proximity Mines in a trail leading back towards the Security Camera and position a Target Dummy near the Proximity Mines. Hit the Elite Rosie with a Frag Grenade, then backpedal towards the trap you've set. If the mines and Frag Grenade don't kill it, the Security Bots summoned by the Security Camera will certainly help to polish it off.

City Directory

Enter the main downstairs lobby of Mercury Suites and follow the outer corridor, around the corner to the right, towards Sander Cohen's residence. Cohen's Apartment has some useful invention components in it, as well as some money and First Aid Kits.

HOUDINI SPLICER EASY RESEARCH

If you haven't yet fully researched the Houdini Splicer, this is your chance! Two Houdini Splicers are dancing in Cohen's living room and they won't stop dancing to attack unless you interrupt the music by playing the piano or bumping the record player. This means you can stand back and take multiple photos of the duo without risk of attack.

Exit Cohen's Apartment and continue in a counter-clockwise loop around the lower floor of the apartment building. Access the Power to the People machine on the back of the central elevator tower and finish upgrading your fourth weapon. From there, turn around and proceed due north to Culpepper's Apartment. This apartment contains an Audio Diary and several items and money, as well as a couple of Nitro Splicers. Be sure to hack the Security Camera inside, so you can allow the Security Bots to take care of the intruders.

"You ever have a dog you gotta put down? Breaks your heart." – Frank Fontaine

Return to the main lobby and approach the apartment behind the Circus of Values machine. This is Dr. Yi Suchong's Apartment. Take a quick look around, making sure to collect the items in the steamer trunk, in the living room, and kitchen. Gradually make your way to his study in the southwest corner of the suite. Take the **Clever Inventor** tonic from the desk and pay close attention to the Audio Diary next to it.

OBJECTIVE: GET THE LOT 192 REMEDY

3 **Suchong developed an antidote to the kill-switch Fontaine is using to destroy you. He dubbed it experimental Lot 192. Tenenbaum has told you two possible locations to find it. Suchong developed the drug in his lab at Artemis Suites, near Apollo Square, but Tenenbaum stole a sample and stashed it in her 2nd floor apartment in Mercury Suites.**

Exit Suchong's Apartment and head up the stairs in the central lobby to the second floor. Loop around the perimeter walkway to the abandoned apartment on the east side of the building. Give the abandoned apartment a thorough looking over, then return to the other side, near Tenenbaum's Apartment. Her second-floor entrance is locked so continue up the stairs to the third floor.

SAFE

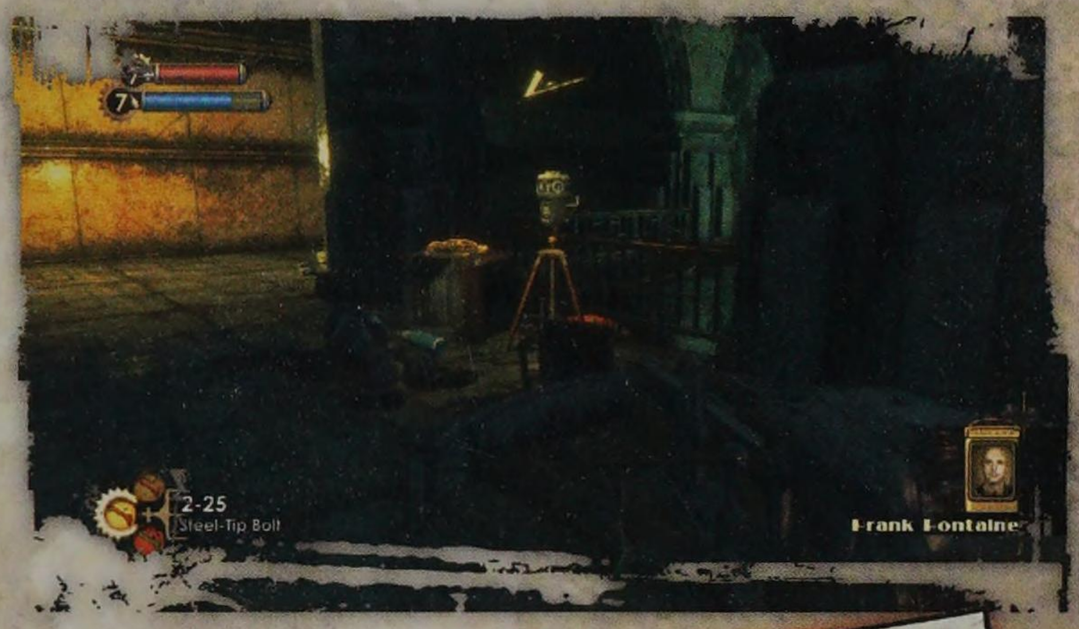
Contents: 6 Armor-Piercing Pistol Rounds, 66 Dollars, 2 Brass Tubes

This safe is in the back corner of the master bedroom (in the abandoned apartment) on the second floor. Unless you have a couple of Automatic Hack Tools handy, consider using the Buyout option if the hacking difficulty is too high. You're going to get much of the money back anyway.

SNIPE THE CAMERA

One of the best uses for the Crossbow is to snipe Security Cameras from a safe distance. Load a Steel Bolt into the Crossbow and crouch down on the stairs to avoid being detected. Zoom in for a well-aimed shot right through the lens!

Once again, perform a sweep of the entire floor of the apartment building, including the abandoned apartment on the east side of the building. Of particular interest on this level is the Audio Diary near the photographer's kit on the balcony. This Audio Diary is from a member of the Paparazzi staking out Fontaine and reveals the new code to the elevator—you'll need it to reach the penthouse later!



U-INVENT ON THE CHEAP

You already know that hacking a U-Invent machine lowers the component requirements for each invention, but now that you have the Clever Inventor tonic you get those savings automatically (so long as the tonic is active). But that doesn't mean you can't hack the machine anyway and get double the savings! By doubling-up these savings you'll be able to reduce the component requirements for most every invention to just 1 of each type of component. With savings like this you'll get that "Avid Inventor" Achievement in no time!

TENENBAUM'S APARTMENT

Enter Tenenbaum's Apartment through the hole in her bathroom wall on the third floor. Use Telekinesis to fling the corpse near her bathtub around to trip all of the Trap Bolts, then collect the goodies in the area. Scour the upstairs of Tenenbaum's apartment. She'll come over the radio before long to comment on the ransacked state of her home. She believes Fontaine stole the Lot 192 Remedy and took it to his penthouse. You're going to have to find a way into the elevator in the lobby.

SAFE

Contents: 2 Alcohol, 48 Dollars, 6 Incendiary Bolts

Descend the stairs inside Tenenbaum's Apartment and fire a blast of Electro Bolt 3 at the Turret behind the fireplace. It's standing in water, so the blast will immediately destroy it. As for the safe, you should be stocked up with Automatic Hack Tools at this point so go ahead and use one to open it.

Descend the stairs to the second floor of her apartment and break open the safe near the Turret in the distance. Use the Wrench to smash the lock on the door and head back outside. Descend the stairs to the main floor of the lobby and use the code obtained from the Audio Diary to unlock the elevator. The code is "5744".

FONTAINE'S APARTMENT

"So many innocents, and their blood is on your hands. I too know this shame."
– Tenenbaum

Take out the Splicers near the entrance to Fontaine's Apartment and move down the center of the foyer towards the large rock in the center. There is a Turret on the other side of this rock, as well as a Security Camera in the distance, above the door you need to go through. Use the Crossbow to snipe the Security Camera then shock and hack the Turret—it might come in handy later.

Head inside Fontaine's main living quarters and search the downstairs kitchen and dining area for items then head up the stairs. Collect the wealth of ammunition from the steamer trunk, behind the stuffed polar bear. Turn right at the landing and go through Fontaine's bar and out the other door to the walkway near the Gene Bank.

Cross the walkway to Fontaine's office and dodge the Trap Bolts en route to the **Electric Flesh 2** tonic on the desk. A sample of Lot 192 Remedy is on the desk against the wall. Grab the flask to restore your normal maximum health level. Lot 192 isn't without its side-effects though; you'll be unable to control which of your plasmids is active until you find a larger dosage. Ride the elevator back down to the lobby of Mercury Suites and proceed south through Olympus Heights to Bistro Square where the bulkhead to Apollo Square is located.

OBJECTIVE: GET A SECOND DOSE OF LOT 192

4 **You took the compound, but it had side effects. Tenenbaum believes a second dose of Lot 192 will fully restore your splices. More of the drug can probably be found in Suchong's lab at Artemis Suites, near Apollo Square.**

No Gardening until You're Cured

Don't bother stopping at the Gatherer's Garden near Bistro Square. Tenenbaum says it's far too dangerous to try and splice additional plasmids or tonics into your system, so long as the side-effects are recurring. Better find that second dose before trying to spend any Adam you have.

Prologue
Residents of Rapture
Life Underwater
Arm Yourself
Evolve Today
U-Invent: We Show You How
City Directory

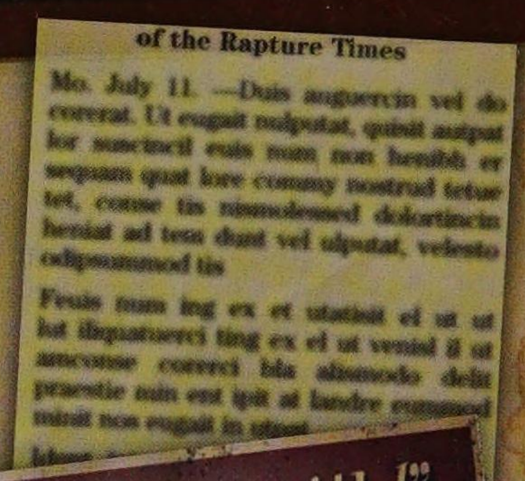
APOLLO SQUARE

Of all the things Jack has seen and heard since the plane crash, the one constant has been the news that Apollo Square is a bad, bad place to wind up. And now, with limited use of his plasmids, he must head to the very spot where nobody seems to come out alive. Apollo Square is a place for round-ups, executions, and non-stop rallies by Atlas' supporters. Whether the Splicers know the truth about Atlas and Fontaine is irrelevant, they are sure to know that Jack is public enemy number one and must be eliminated.

OBJECTIVES

1
Get a Second Dose of Lot 192.

2
Go To Point Prometheus.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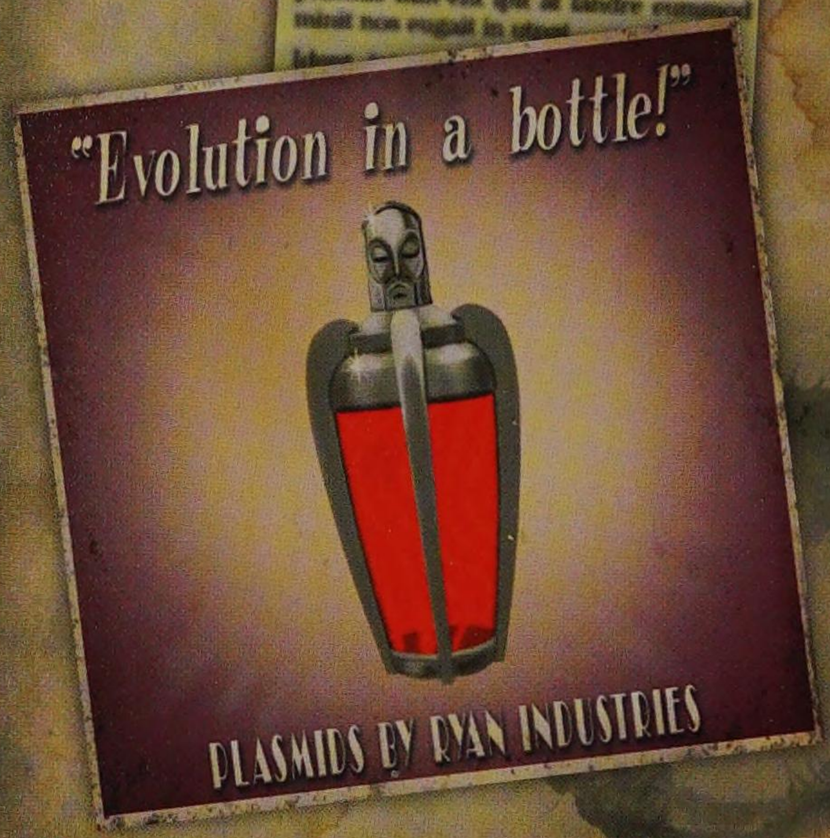


LITTLE SISTERS

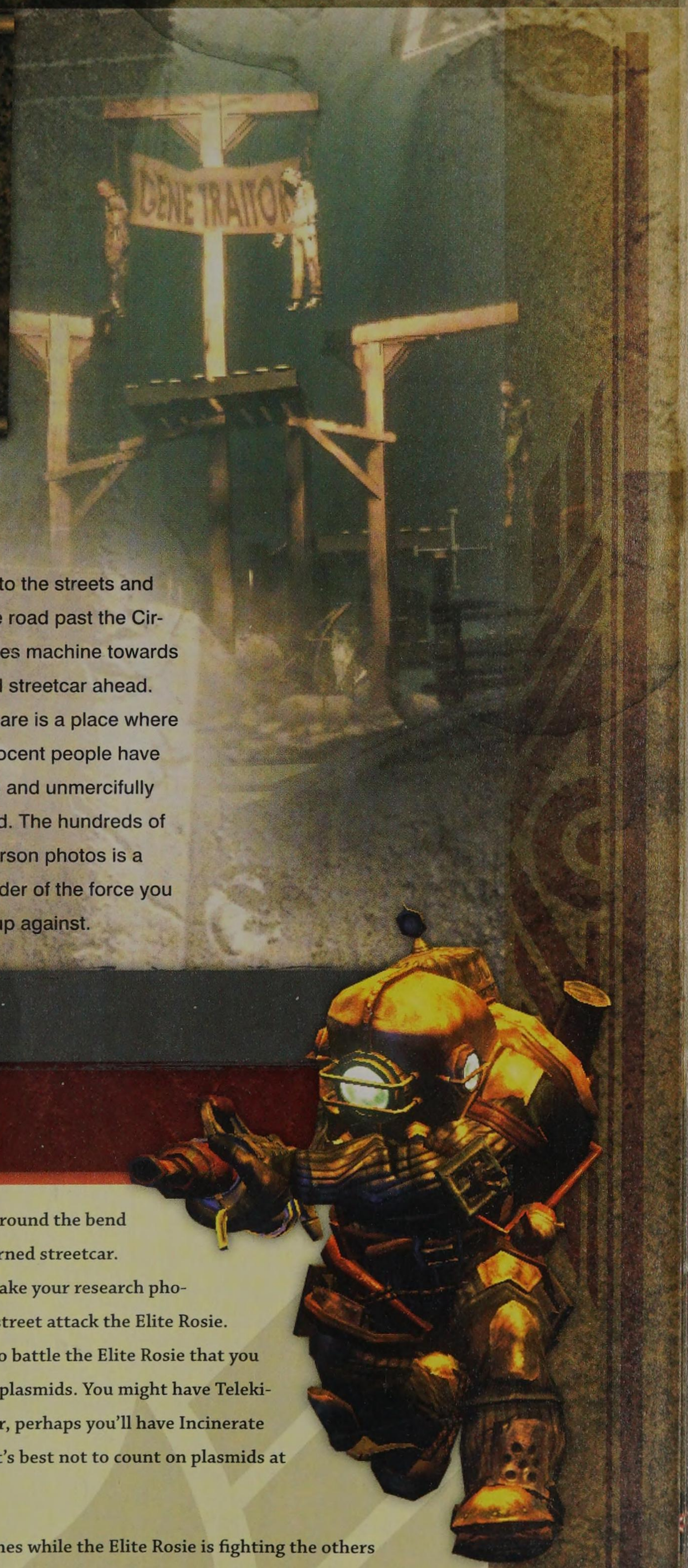
You won't have to go far before coming up against the first Little Sister and her Big Daddy. They're in the street just past the trolley with all of the photos taped to it.

The Elite Rosie comes to get the Little Sister during your second trip through the center of town. Wait near the gallows for the Little Sister to emerge from the hole, then attack!

NEW DISCOVERIES

Plasmids and Tonics

Medical Expert 3	Greatly increases the amount of health gained from First Aid Kits.
Focused Hacker 2	Reduces the number of overloads present when hacking.



APOLLO SQUARE STREETS

OBJECTIVE: GET A SECOND DOSE OF LOT 192

1 **You took the compound, but it had side effects. Tenenbaum believes a second dose of Lot 192 will fully restore your splices. More of the drug can probably be found in Suchong's lab at Artemis Suites, near Apollo Square.**

Step out into the streets and start up the road past the Circus of Values machine towards the toppled streetcar ahead. Apollo Square is a place where a lot of innocent people have been taken and unmercifully slaughtered. The hundreds of missing person photos is a grim reminder of the force you are going up against.

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Rosie

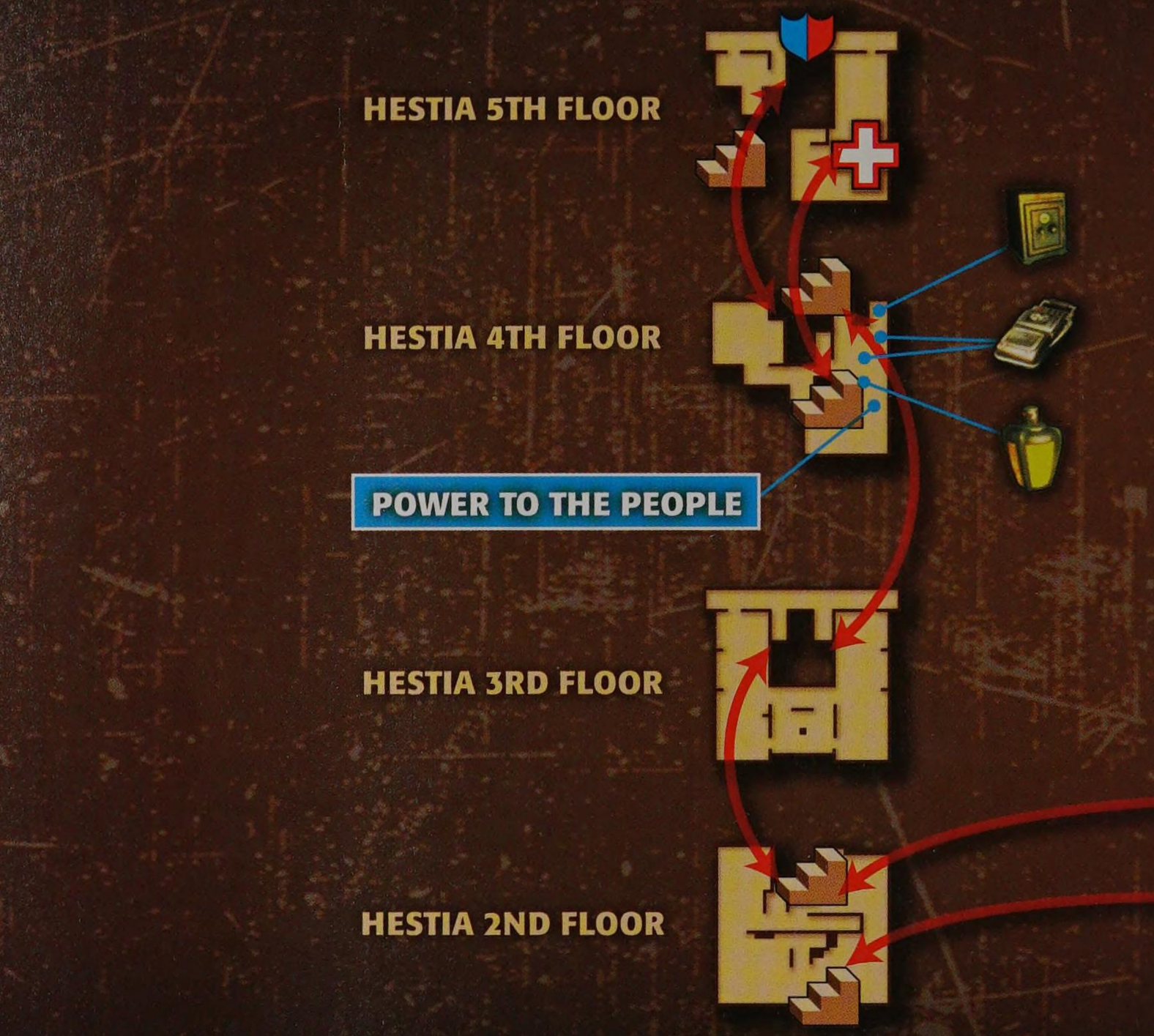
The first Little Sister is just around the bend in the road, beyond the upturned streetcar. Stand back out of sight and take your research photos while the Splicers in the street attack the Elite Rosie. Remember when preparing to battle the Elite Rosie that you don't have control over your plasmids. You might have Telekinesis active at the moment or, perhaps you'll have Incinerate 3. It's a crapshoot really, so it's best not to count on plasmids at this point at all.

Deploy several Proximity Mines while the Elite Rosie is fighting the others and fire off a Heat-Seeking RPG. There's no guarantee that the Elite Rosie will charge you after the grenade hits home, since the fight with the Splicers may be too distracting. If so, this is your lucky day. Stand back and continue to use the Grenade Launcher and Incendiary Bolts to finish the job.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER



Continue up the road towards the square proper and draw the Crossbow. Use the Steel-Tip Bolt to snipe the Splicer on the gallows beneath the hanging corpses—a headshot will kill the Nitro Splicer with a single bolt. Explore the area to the right where the numerous vending machines are located. Once again, you won't be able to access the Gatherer's Garden because of the current Lot 192 side-effects, but the U-Invent and other machines make this area well worth visiting anyway.

The Sniping Game

Now that you don't have control over your plasmid and the enemies are getting tougher and tougher, it's more important than ever that you take them out before they know you're coming. This is a good time to use the Crossbow to snipe distant enemies. Also, consider employing the Wrench Lurker tonic, so you can sneak up on enemies more easily.

From the area with the vending machines, head straight across the square to continue east towards Artemis Suites. Round the corner slowly and use the Crossbow to eliminate the Turret on the median near the trolley tracks. Wait for the Nitro Splicer to stroll into view and snipe him as well. Hop onto the median and lean out around the left-hand side of the ticket booth at the end to hack the Security Camera mounted there. The Splicers up ahead will be spotted by the Security Camera and eliminated by the Security Bots that are summoned—and all you have to do is take photos of it!

ARTEMIS SUITES

Use the Crossbow to snipe the Security Camera inside the downstairs lobby of the apartment building and gradually round the corner towards the vending machine in the center. Eliminate any other Splicers in the vicinity and enter the door to the north. This first floor suite contains a U-Invent machine and numerous searchable containers loaded with invention components—this area is a great source of items for those looking to earn the "Avid Inventor" Achievement.

From there, head up the stairs to the second floor of the building and loop around the perimeter in a clockwise direction to find Dr. Suchong's Clinic. Continue past the clinic for now and climb the stairs to the third floor. Continue putting the Crossbow to use and eliminate the Splicers and RPG Turret on the far side of the building. The third floor of Artemis Suites contains a number of useful items and money, as well as a safe and tons of Film. Just beware that most of the bodies lying on the ground aren't dead—they're simply sleeping Thuggish Splicers that leap up when you get close.

SAFE

Contents: 61 Dollars, 6 Proximity Mines, 2 First Aid Kits

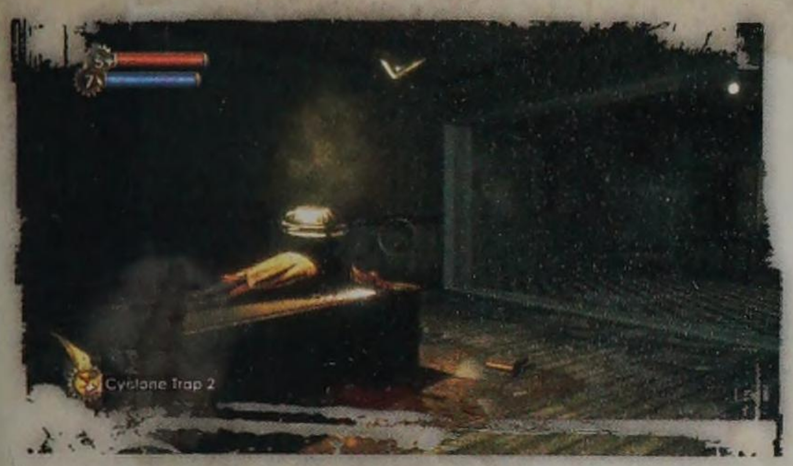
Enter the large suite on the third floor and head to the right to search the darkroom area. The safe is located around the corner from the darkroom, near the kitchen. It's very difficult to hack, so go ahead and use an Automatic Hack Tool.

DR. SUCHONG'S CLINIC

Draw the Crossbow and slowly strafe through the door to the clinic while facing left. This should allow you to snipe the Security Camera the second it comes into view. Normally it's not a good idea to destroy Security Cameras, but this one is trained right on your position and you won't likely have access to Electro Bolt to shock it. Eliminate the Turret around the corner and continue through the door to the east to search the examination room for the **Medical Expert 3** tonic.

Cross the clinic to Dr. Suchong's office on the west side of the floor and enter. The corpse you see on the desk with the massive drill sticking out of it is the clinic's namesake, Dr. Suchong. As the nearby Audio Diary states, he didn't believe the protection bond between the Big Daddies and Gatherers was working—he found out how wrong he was after smacking one of the little brats. He was a more successful scientist than he'd ever know...

The second dose of Lot 192 Remedy is on the counter across the room. Down the contents of the flask to finally break Fontaine's grasp and eliminate the side-effects of the partial dose. Congratulations, you are finally a free man. Now hurry up and get out of Artemis Suites before the place is crawling with Splicers



OBJECTIVE: GO TO POINT PROMETHEUS

2 **Fontaine is in Point Prometheus. Travel there via the Metro Station outside Hestia Chambers.**

APOLLO SQUARE

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Rosie

Make your way back to Apollo Square and take up position near the gallows in the center. Wait for the Elite Rosie to cross the square and get the Little Sister out of her hole in the northeastern corner of the area.

Let the Elite Rosie and Little Sister stroll past you, then lay a couple Proximity Mines and equip the Enrage plasmid. Splicers will undoubtedly make an appearance soon, so be ready to hit them with the Enrage plasmid. Move into position beyond the Proximity Mines and begin firing Heat-Seeking RPGs at the Elite Rosie. The Elite Rosie won't rush your position like the Elite Bouncer does, so you may have to retreat a bit to lure it into the Proximity Mines that you set. Switch to Frag Grenades and finish it off—now enjoy that long-awaited shopping spree at the nearby Gatherer's Garden!

Spend the hundreds of Adam you're likely to have by buying everything that's available and take a minute to create a number of extra inventions at the U-Invent machine. From here, it's just a short stroll down the road to the south to reach the bathysphere station. Hack the Security Camera on the left outside Apollo Square and proceed past the platform. Descend the stairs, cross the station, and head to Point Prometheus.

But before you do...

HESTIA CHAMBERS

EXTRACURRICULAR EXPLORATION

You don't have to visit the Hestia Chambers area of Apollo Square; after all, visiting this place is like taking a walk in a lions' den. Nevertheless, those looking to maximize their Gamerscore and unlock all of the Achievements will need to make this side-trip. This is a good time to do it because you're not likely to get another chance.

The hardest part about exploring Hestia Chambers is fighting your way inside. This is where Fontaine's Home for the Poor is located and you can bet the Splicers in these parts aren't about to see their meal ticket taken down by the likes of you!

"You don't have to build a city to make people worship you... just make the chumps believe they're worth a nickel." – Frank Fontaine

The first step towards making a clean entry is to crouch down with the Crossbow and slowly inch your way towards the brass gate. Set your sights on the Turret on the balcony across the courtyard and send an Incendiary Bolt straight into it the second the gate opens. Switch to the Chemical Thrower, set it to Napalm, and head inside.

Grab the Audio Diary from the trunk on the right and head up the stairs to the second floor. Go through the door on either end of the walkway and search the large bunk room located on this floor. In the center of the room is another stairwell leading down to the boiler room. Descend the stairs and seek out the Automatic Hack Tool and Napalm then continue on to the third floor.

Head left when you reach the landing on the third floor and make your way through the massive bunk room on this floor. There are several Splicers still up and about in here. There aren't too many items or invention components, but it's worth checking out. The door on the far side of the room is blocked by rubble though, so you'll have to return the way you came.

Both doors on the fourth floor landing are securely barred and locked, so there's nothing for you to do here other than continue to the fifth floor. Once on the fifth floor, turn to the left and use the Shotgun to blast through the wooden boards nailed up across the doorway to the apartment. Drop through the hole in the floor to the fourth floor apartment below, kill the Splicer, and collect the First Aid Kits and other items located here. The only way out of this room, however, is to jump out the window so make sure you're health is topped off before you leap—it's a long way down to the third floor landing!

ATLAS' HEADQUARTERS

Return to the fifth floor and head to the right—it's time to enter the hornet's nest! Use the Crossbow to snipe the Leadhead Splicer across the room, then ready some Anti-personnel ammunition to finish him off.

CAMERAS AND BIG DADDIES, A LETHAL COMBINATION!

There's a Security Camera up ahead (around the corner) and there's about to be a Big Daddy entering the room behind you any second. The Big Daddy ignores you, as long as you don't trip the security alarm—and you certainly don't want that in these tight confines. Hack or destroy the Security Camera immediately!

Atlas's army kept a veritable arsenal in the makeshift jail cell to the left. Although you can't get into the room, you can collect the ammunition from the dozens of weapons inside the cage via the Telekinesis ability. Just stand near the bars and use Telekinesis over and over to collect as much Machine Gun, Shotgun, and Grenade Launcher ammunition as you can possibly carry.

Descend the stairs to the fourth floor apartment directly below and use the Power to the People machine to start your fifth weapon upgrade—you may want to select either the Chemical Thrower Consumption Rate or Crossbow Damage Increase upgrade. Now it's time to gather up the things that made this trip so necessary. Across the far side of the room is the **Focused Hacker 2** tonic, a pair of Audio Diaries (search the corpse), and a safe! Once you are done raiding Atlas' Headquarters, head back down the stairs to the streets outside and ride the bathysphere to Point Prometheus.

Contents: 71 Dollars, 8 Electric Buck, 2 Brass Tubes

Tiptoe around the hole in the floor to the back corner of the fourth floor of Atlas' Headquarters and use an Automatic Hack Tool to open the safe. The items inside may not be worth the long trek up here, but together with those on the table nearby it's a good take!

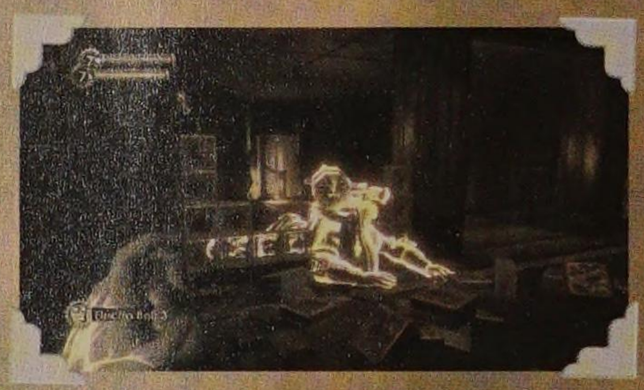
POINT PROMETHEUS

Jack has shed the mind-control Fontaine had over him and is ready to make him pay for the life of lies he's been forced to lead. The bathysphere leads to Point Prometheus, the headquarters for Ryan and Suchong's grand creation of Little Sisters and their menacing escorts. Aside from a select few scientists, those who find themselves in Point Prometheus never return the same.

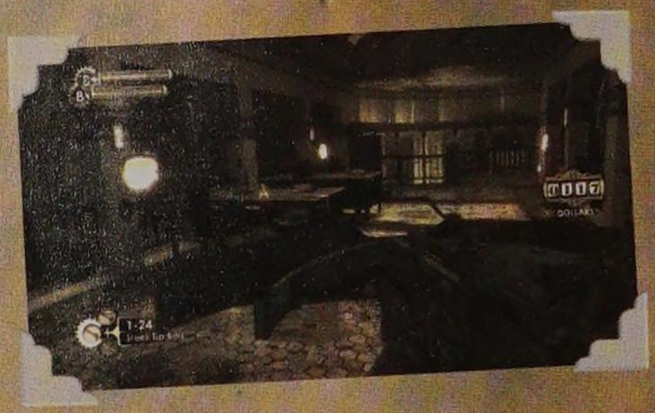
OBJECTIVES

1
Find Fontaine!

2
Become a Big Daddy.

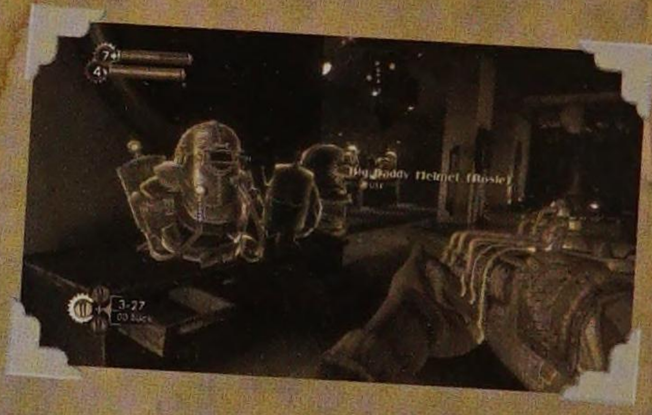


3
Smell Like a Big Daddy.

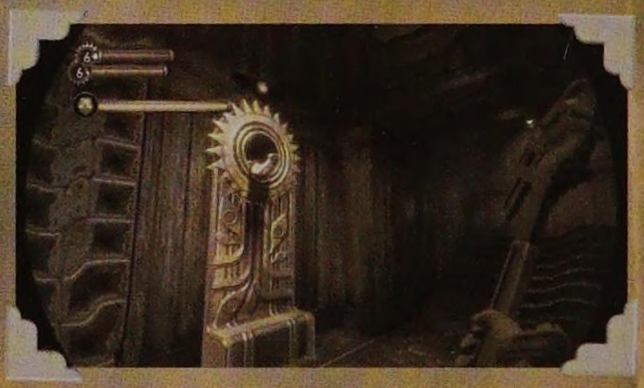


4
Sound Like a Big Daddy.

5
Look Like a Big Daddy.



6
Summon a Little Sister.



LITTLE SISTERS

Naturally the first Little Sister you encounter is in the Little Wonders Education Facility. She and her Elite Rosie are walking the halls of the lower floor.

The second Little Sister at Point Prometheus will be in the Live Subject Testing room. Wait for her to exit her hole before attacking the Elite Rosie.

NEW DISCOVERIES

Plasmids and Tonics		
	Safe Cracker 2	Greatly reduces the difficulty of hacking safes and keypad locks.
	Alarm Expert 2	Gets you four fewer alarm tiles when hacking.

Plasmids and Tonics		
	Damage Research 2	Significantly increases the bonuses you receive from research.
	Hackers Delight 3	Gain a large amount of Health and Eve whenever you hack something.

ATRIUM

OBJECTIVE: FIND FONTAINE!

1 **Fontaine has fled at your approach. Pursue him!**

Fontaine was waiting for you to arrive in the Bathysphere Station but, after putting on a brief display of his plasmid prowess, has taken off running. Use Electro Bolt 3 to quickly shock and hack the two Security Bots he sends after you, and run to the Atrium. You'll arrive just in time to see Fontaine seal himself behind a door that you cannot open.

Tenenbaum is none too pleased with you, but it doesn't take her long to come up with a possible solution. Search the corpse of the Big Daddy in the room and take the Suit Control System.

OBJECTIVE: BECOME A BIG DADDY

2 **Fontaine has hidden in the Big Daddy Training Grounds. You'll need to become a Big Daddy in order to pursue him. Search the nearby labs for what you need.**

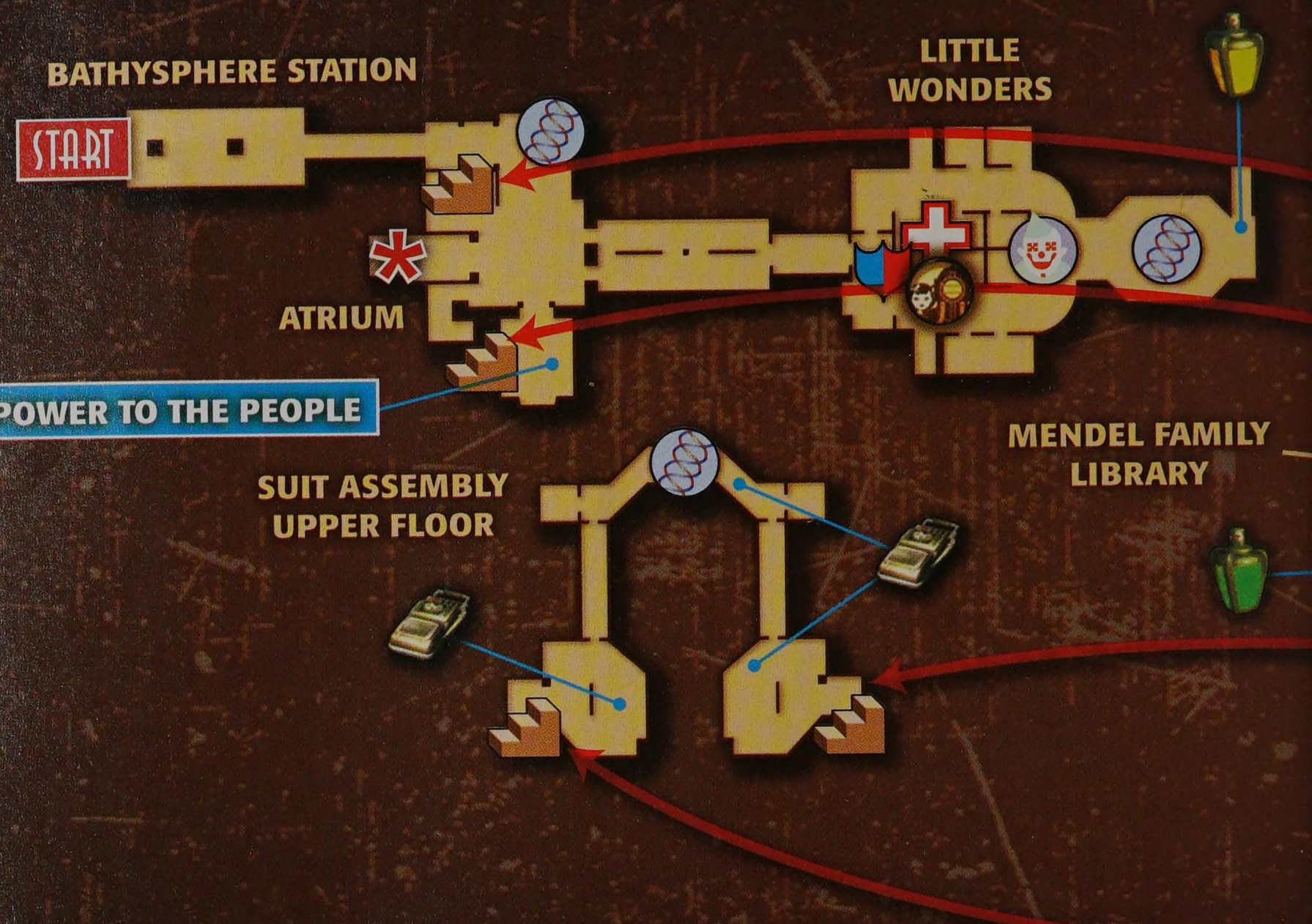
Visit the Power to the People machine near the Big Daddy corpse and finish upgrading your fifth weapon. With that done, it's time to head down the eastern hall towards the Little Wonders Education Facility.

The final Little Sister encounter in all of Rapture takes place in Failsafe Armored Escorts, right near the overhead conveyor carrying the Big Daddy suits.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

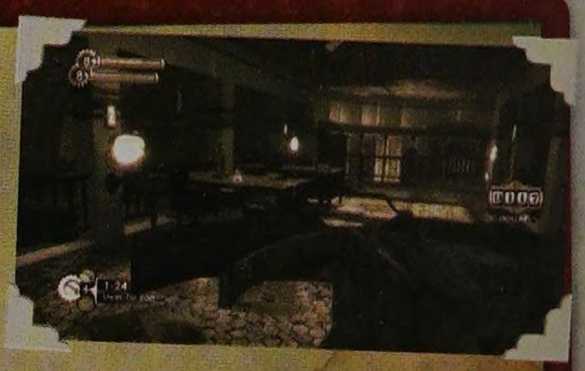
- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER



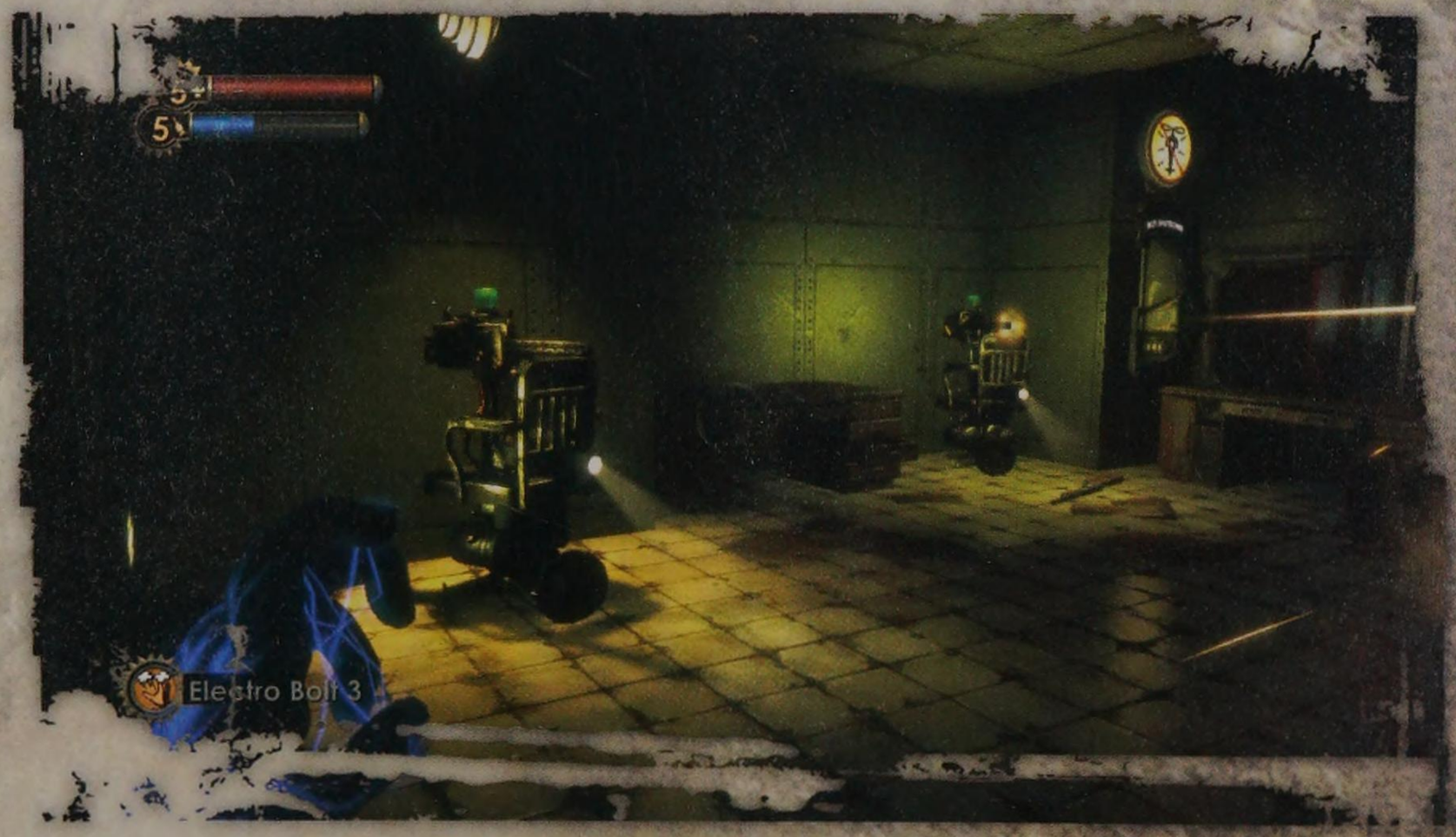
LITTLE WONDERS

OBJECTIVE: SMELL LIKE A BIG DADDY

3 Inside the Little Wonders Education Facility you can find the means to make yourself smell like a Big Daddy.

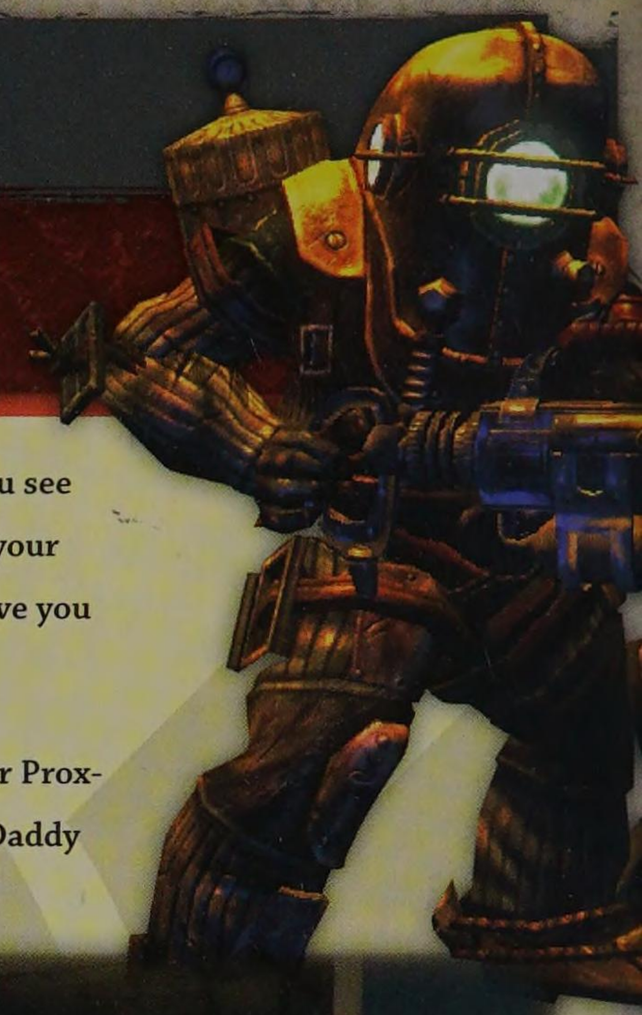


Lead the two Security Bots through the entrance hall to Little Wonders and go through the door at the end in a crouched position. A pair of Turrets in the room to the right begin firing at once. Take any photos you can, but remain out of sight and let the Security Bots destroy the Turrets. Hop onto the upturned table and crawl through the window to enter the room with the Turrets.



LITTLE SISTER ENCOUNTER

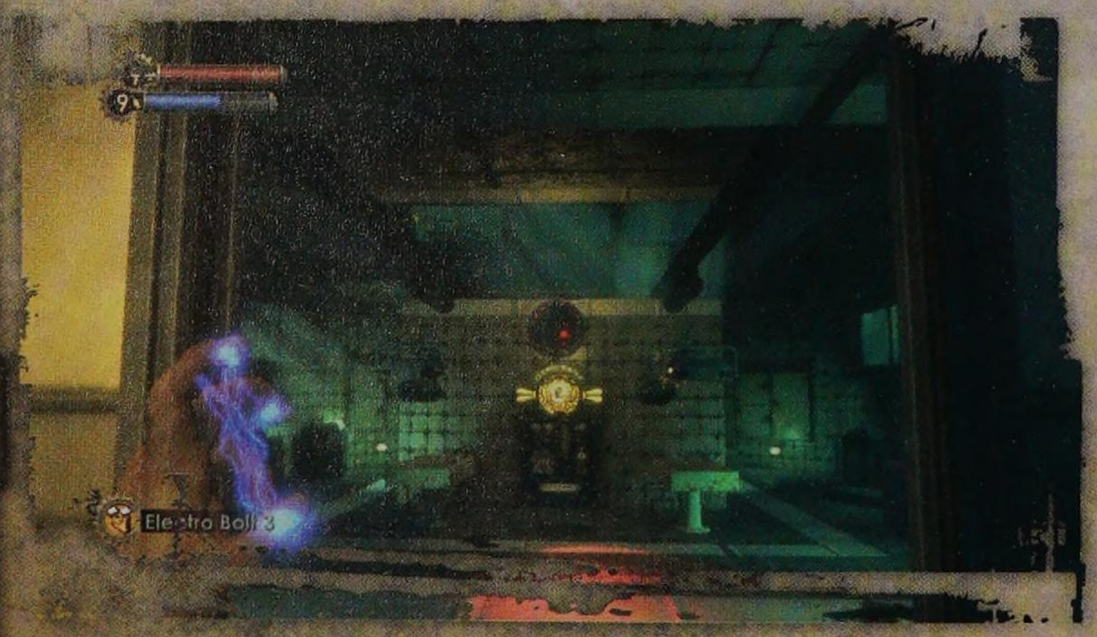
BIG DADDY: Elite Rosie



There is an Elite Rosie and Little Sister just outside the room you just snuck into. Hit any Splicers you see with Enrage—they won't make much headway against the Elite Rosie, but they'll at least get out of your hair. Take any photos you can to possibly finish the research on the Rosie class of enemy. This will give you a very nice damage bonus.

Wait out of sight for the Elite Rosie to head down the hall a slight bit then exit the room and set your Proximity Mine trap near the corner in the hallway. Once again, use a Heat-Seeking RPG to lure the Big Daddy into the Proximity Mines. A second Heat-Seeking RPG is likely to be all it takes to finish the battle.

Use the Door Control switch to open room #5 in the southwest corner of Little Wonders. Take the Big Daddy Pheromone Sample from the floor and continue the loop around the facility to the Autopsy room in the rear. Photograph, then hack the Security Camera mounted just inside the door and make your way to the back of the room where another Big Daddy Pheromone Sample and the SafeCracker 2 tonic are located.



THE AMMO THAT KEEPS ON KILLING

The Crossbow's Steel-Tip Bolt is not only capable of killing most Splicers with a single shot, but the bolts can be retrieved from the corpse and used again. This is a great way to conserve ammunition.

Head up the north flight of stairs to the upper walkway and locate the third Big Daddy Pheromone Sample on the desk, near the Audio Diary. Now that you have three samples of Big Daddy stink, you're ready to move on and locate the voicebox next. Have a look around the upstairs of Little Wonders then follow the signs on the floor leading back to the Main Hall. Once on the Atrium Balcony, head north towards Optimized Eugenics.

"You're playing a bad hand, kid!
You're just too spliced to smell it!"
– Frank Fontaine

OPTIMIZED EUGENICS

OBJECTIVE: SOUND LIKE A BIG DADDY

4 **Inside Optimized Eugenics you can find the means to make yourself sound like a Big Daddy.**

Approach the entrance to Optimized Eugenics and enter the right-hand decontamination room. Hack the Security Camera on the other side of the door and enter the first room on the right. Head to the back of the Live Subject Testing room and go through the door in the far corner. This is where you'll find the **Alarm Expert 2** tonic and, more importantly, the Voicebox Modification Machine. Approach the machine to have your voicebox permanently replaced with that of a Big Daddy.

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Rosie

There is a Little Sister that comes and goes via the hole next to the Voicebox Modification Machine. While you are in the Live Subject Testing room you may hear the sounds of the Little Sister in the hall outside, or you may instead hear the Big Daddy coming to get her. Either way, wait in the Live Subject Testing room for the Little Sister to make an appearance.

Once you have visual contact with the Little Sister and are certain that it isn't a lone Elite Rosie coming to get her, launch the attack. The room is small but the cabinets and equipment in the center provide ample cover and opportunity to strafe out of harm's way. Use Heat-Seeking RPGs and Frag Grenades to destroy the Elite Rosie.

OBJECTIVE: LOOK LIKE A BIG DADDY

5 **Inside Failsafe Armored Escorts you can find the means to make yourself look like a Big Daddy.**

You may have come to Optimized Eugenics for the voicebox, but there are numerous other reasons to have a look around this area. For starters, there is another Power to the People machine in the northwest corner of the area, in the Eugenic Analysis room—just beware of the two RPG Turrets! Additionally, you'll find two Audio Diaries in this area of Point Prometheus, so keep your eyes peeled if you hope to earn that "Historian" Achievement.

SAFE

Contents: 100 Dollars, 6 Incendiary Bolts

There is a safe sitting in the electrified water of the Backup Generator room. Although you can withstand the current with Electric Flesh 2 spliced into your system, those without that tonic need not feel left out. Use Electro Bolt 3 to enter the Security Monitoring room in the center of the Optimized Eugenics wing. There you find an emergency generator override switch. Pull the lever and run back around to the Backup Generator room and quickly hack the safe with an Automatic Hack Tool. Just be sure to get out of the water before the generator kicks back on.

MENDEL FAMILY LIBRARY

Exit the Optimized Eugenics wing and head south across the balcony and turn right to enter the library. Hack the Security Camera and RPG Turret near the entrance so you can explore peacefully. There is a **Damage Research 2** tonic on the desk in the back of the library, as well as a pair of Big Daddy Boots. The Big Daddy Boots shouldn't be located in the library, obviously, but they are part of the uniform you need so be sure to take them.

FAILSAFE ARMORED ESCORTS

Head down the hall to the southern wing and go through the left-hand decontamination entrance. Quickly kill the Splicer commanding the Security Bots and hack them, so they will follow you around. Enter the Candidate Induction area on the left and take one of the numerous Big Daddy Helmets in the room. Also, be sure to pick up the **Hacker's Delight 3** tonic.

LITTLE SISTER ENCOUNTER

BIG DADDY: Elite Rosie

Exit the Candidate Induction area through the southern door. This brings you to the main Big Daddy suit assembly area. It's also where the final Little Sister encounter takes place. Use Enrage to have the Splicers in the area start attacking the Elite Rosie while you capture the photos you need.

There's little reason for you to fear the Elite Rosie at this point, especially after finding the Damage Research 2 tonic. Just grab your Grenade Launcher, load it up with Frag Grenades, and fire one after another at the lumbering beast. And just think, you're only moments away from looking like that yourself!

Pick out one of the Big Daddy Bodysuits hanging on the hooks to complete your transformation into becoming a Big Daddy. This bodysuit gives you a 25% resistance to all damage.

Weapons Storage

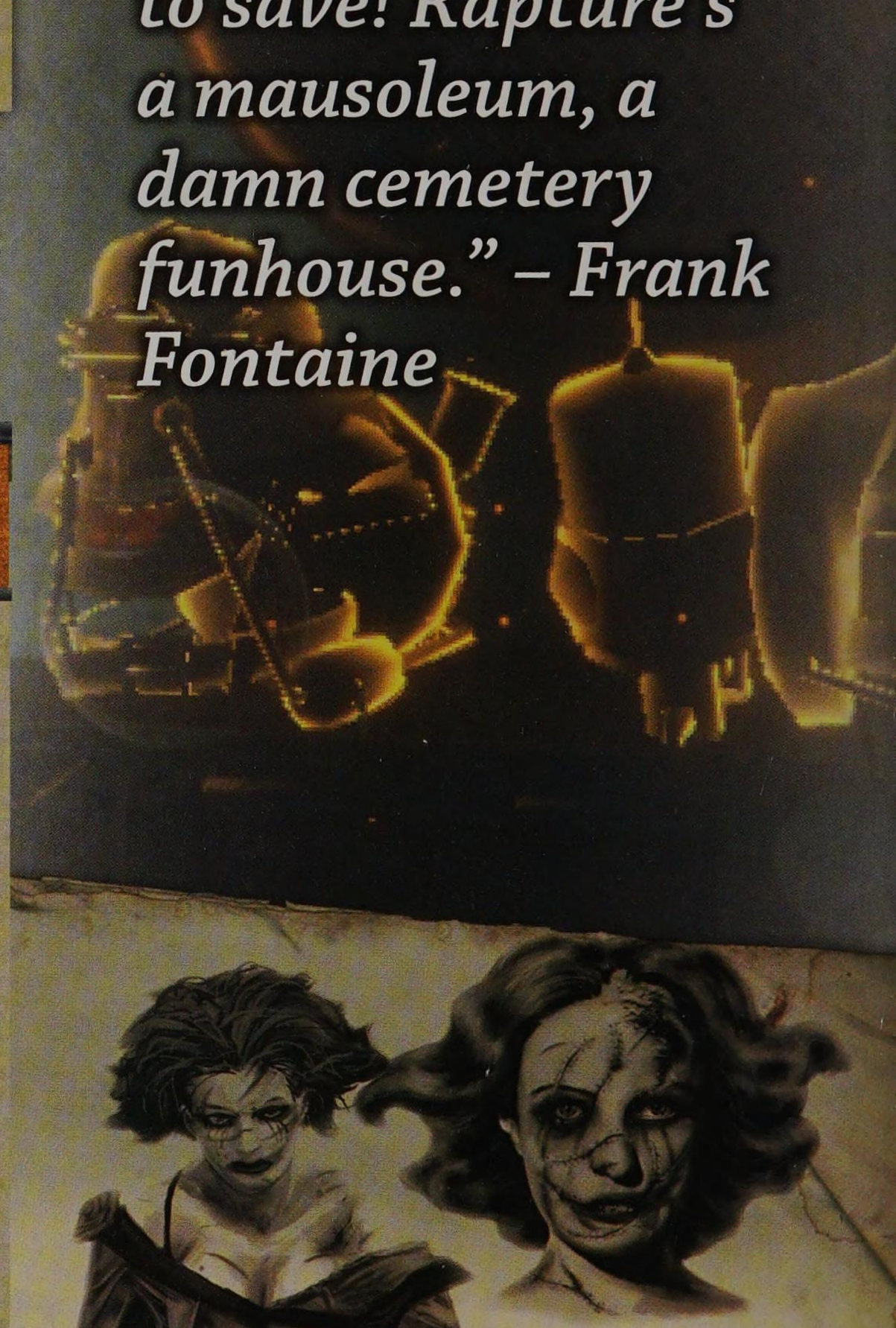
The door to the small Weapons Storage booth can be easily hacked, but the passcode was revealed in an earlier Audio Diary. Enter the code "1921" to gain access to the wealth of ammunition inside.

Tenenbaum harps on you to return to the Main Hall and continue the pursuit of Fontaine, but you should definitely have a look around the rest of Failsafe Armored Escorts. The upper floor of the Suit Assembly area has several Audio Diaries and a safe and another Audio Diary can be found in the Candidate Conversion area.

Contents: 2 Steel Screws, 12 Antipersonnel Auto Rounds, 3 Kerosene

There is a safe in the back corner of the Candidate Conversion area on the lower level of the Failsafe Armored Escorts wing. This could be a good safe to hack open if you're still trying to get a few more inventions for the "Avid Inventor" Achievement.

"There's nothing to save! Rapture's a mausoleum, a damn cemetery funhouse." – Frank Fontaine



YOU'RE ONE OF THEM NOW

Notice something different now that you are a Big Daddy? None of the Turrets or Splicers attack you anymore. Of course, you can still hack Turrets and Security Cameras if you want, or take research photos of them if you need to, but there's no reason to fight any of the Splicers unless for some reason they attack. This allows you to save ammunition.

OBJECTIVE: SUMMON A LITTLE SISTER

6 In order to pursue Fontaine through the Proving Grounds, you'll need to bring a Little Sister with you.

When done exploring the far corners of Point Prometheus, exit the Failsafe Armored Escorts area and follow the signs on the floor back to the Main Hall. Descend the stairs to the Atrium and use the Wrench to bang on the vent so the Little Sister knows it's safe to come out. She'll crawl through the small opening in the door and open it from the other side. It's time to escort her through the Proving Grounds.

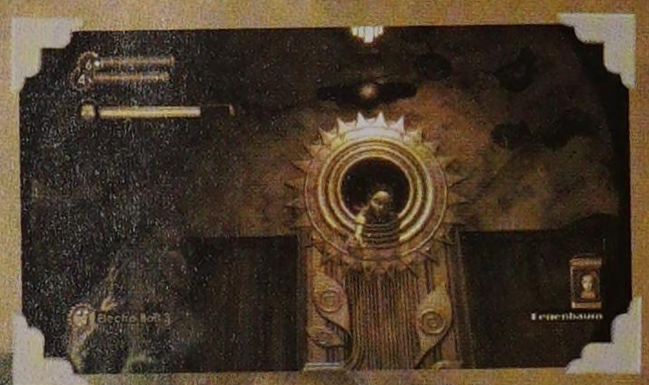
PROVING GROUNDS

There's no way that Jack, Tenenbaum or even Andrew Ryan could have foreseen the lengths Jack would go to kill Fontaine. He's giving up life as he knew it, as a human that is, to willingly become a Big Daddy—all so he can get past a couple of locked doors. Of course, it's not a guarantee that Jack has what it takes to risk his life to protect the Little Sister in his care. After all, it wasn't long ago when he was eagerly looking forward to harvesting those little brats.

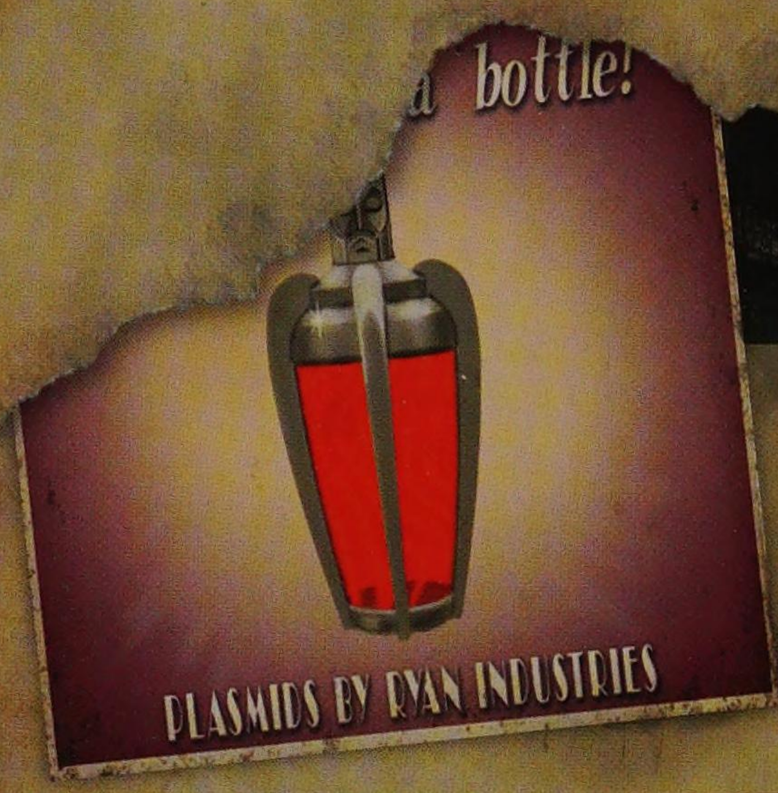
OBJECTIVES

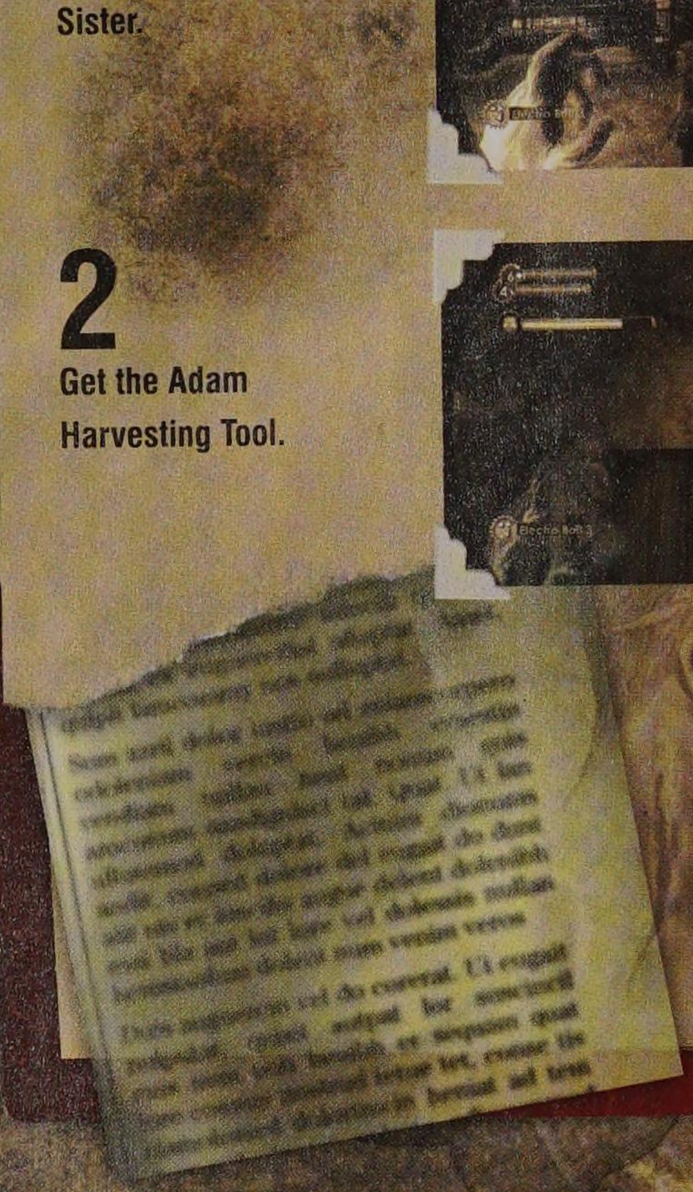
1
Escort the Little Sister.

2
Get the Adam Harvesting Tool.



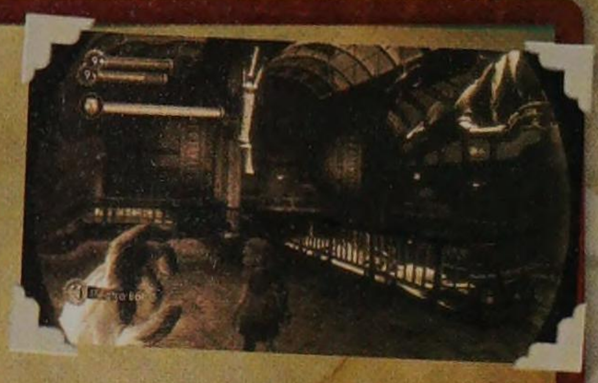
3
Take the Elevator to Confront Fontaine!





MUSEUM LOBBY

OBJECTIVE: ESCORT THE LITTLE SISTER



1 Only a Little Sister can unlock the doors in the Proving Grounds so that you can reach Fontaine. Keep her alive as long as you can. If she dies, summon another Little Sister from any glowing vent by banging on it with your Wrench.

The Little Sister is very excited to head through the museum that serves as the Proving Grounds for newly inducted Big Daddies. The Proving Grounds consist of a circuitous path through a museum crawling with Splicers, Turrets, and Security Cameras. There are several stations where the Little Sister must stop and extract the Adam from a target corpse and it is during these times that you must really work hard to protect her. Keep the Incinerate 3 plasmid ready in your left hand and the Machine Gun in your right. The Antipersonnel Auto Rounds should serve you well here.

"The Little Ones will lead you to Fontaine... but you must protect them." - Tenenbaum

Save the Sisters

It is important to note that once you directly damage a Splicer, that Splicer will stop attacking a Little Sister and focus its anger on you. So, in many situations, the best defense is a good offense.

Follow the Little Sister into the Museum Lobby, but let her run up the stairs ahead of you for the moment. Head down the path to the left to quickly explore the Gift Shop—the Circus of Values machine there carries most types of ammunition.

SECURITY BOTS FOR SAFETY

Be sure to hack any Security Bots and Security Cameras you encounter, since they go a long way towards keeping the Little Sister safe. There will be times when numerous Splicers attack from all directions and having a small group of mechanical gunners watching your back will be a welcome addition.

Follow the Little Sister around the balcony of the Central Atrium (you can quickly explore the small side-room to the north) and through the door to the left. Continue down the stairs into the South Wing.

RAPTURE DIRECTORY: YOU ARE HERE

LEGEND

- HEALTH STATION
- GATHERER'S GARDEN
- U-INVENT
- BOT SHUTDOWN
- VENDING MACHINE
- GENE BANK
- AUDIO DIARY
- COMBAT TONIC
- PLASMID
- ENGINEERING TONIC
- PHYSICAL TONIC
- SAFE
- LITTLE SISTER

SOUTH WING

Run ahead of the Little Sister once you are in the South Wing and hack the Security Camera over the test subject. The Little Sister will spend roughly two minutes at the end of the hall draining Adam from the corpse on display and it's up to you to protect her. Splicers come at this location from both directions of this U-shaped wing and, although the Security Camera and Security Bots are a big help, you're going to have to cover her. Use Antipersonnel Auto Rounds, as well as the Shotgun should they get close, and try to take the bullets for her.

She'll eventually get up and continue on her way towards the Central Atrium. The second test subject is not far after the first, so reload your weapon and be ready for another battle. Fortunately, there are more nearby Security Cameras and Turrets that you can hack to gain the upper hand.

PHOTO-OP!

An Elite Bouncer appears on the upper balcony of the Central Atrium directly across from where you enter. If you haven't fully researched the Elite Bouncer yet, this is your chance to grab a few quick shots.

NORTH WING

Follow the Little Sister through the Central Atrium and onward into the North Wing. Try to keep ahead of her and continue to hack the Security Cameras and Turrets, since the Spider Splicers in this area are hard to see against the darkened ceiling. If you have a lull in the action, try setting up a perimeter defense to better protect the Little Sister. String up a couple Trap Bolts or Proximity Mines to minimize the number of attackers you'll have to face at once.

ELITE BOUNCER ATTACKS!

An Elite Bouncer comes crashing through the wall in one of the final museum exhibits before you exit the North Wing. It won't attack the Little Sister, but it will bring its massive drill and melee attacks at you in a hurry. Back away and fire a series of Frag Grenades at it. Head inside the hole it made in the wall and search the area for weapons and ammo.

The Little Sister leads you back through the upper balcony of the Central Atrium and to the exit.

SAFE

Contents: 12 Liquid Nitrogen, 8 Electric Buck, 5 Incendiary Bolts

Before following the Little Sister to the exit, head around the corner on the balcony and search the short corridor beyond the bronze gate. There is a safe in the corner of this otherwise vacant passageway.

OBJECTIVE: GET THE ADAM HARVESTING TOOL

2 You will need the Adam Harvesting Tool that the Little Sister gave you to defeat Fontaine. Take it.

The Little Sister has returned to the ventilation hole up the steps but she has something for you. Take the Adam Harvesting Tool she's holding out for you—you'll need it to kill Fontaine.

OBJECTIVE: TAKE THE ELEVATOR TO CONFRONT FONTAINE!

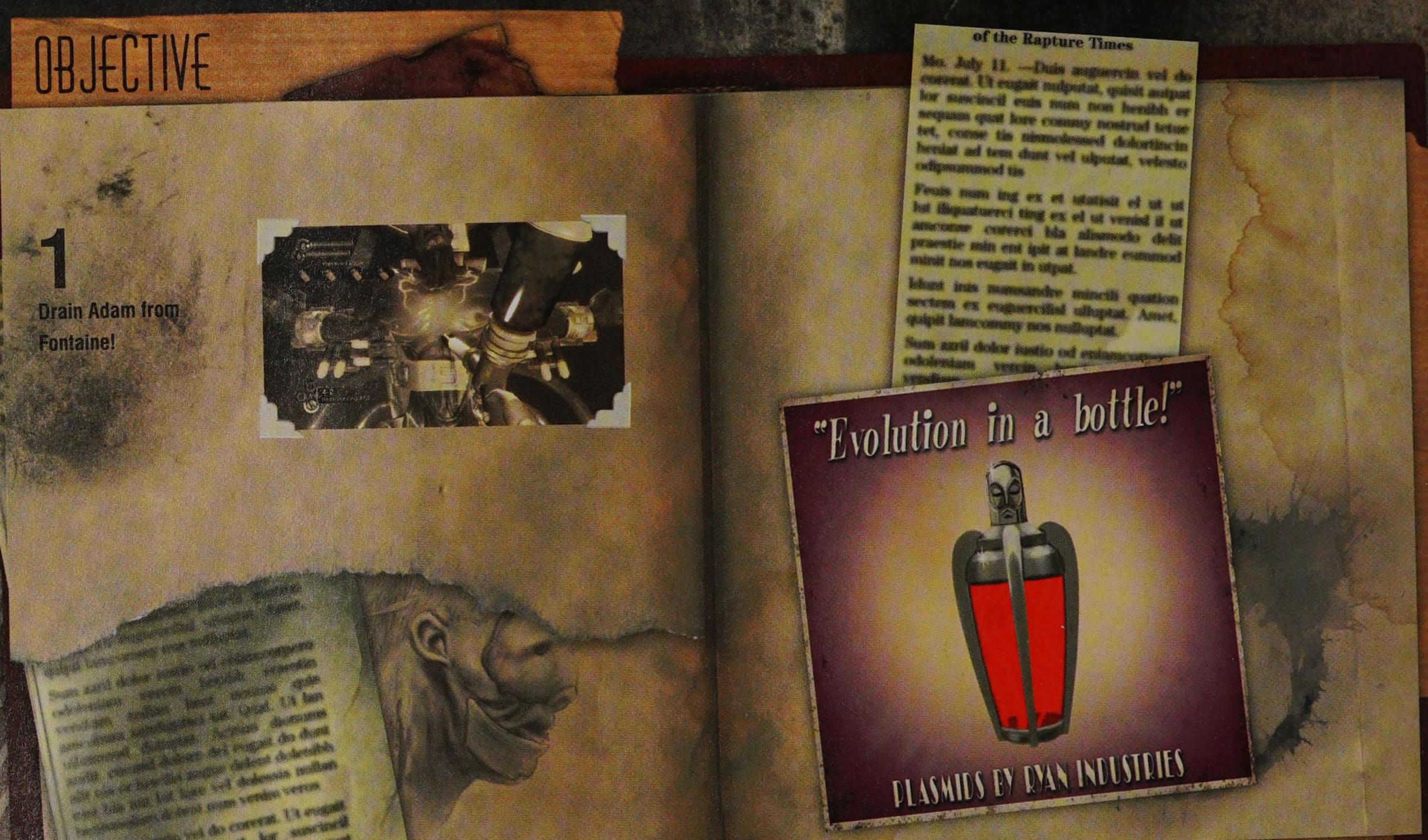
3 The elevator at the end of the Proving Grounds takes you to Fontaine. Be prepared before you leave, since there is no way to return from this fight!

No Turning Back Now

It's important to ready yourself for battle now because when you head up the elevator to fight Fontaine, there's not going to be a chance to come back down. Use the U-Invent, El Ammo Bandito, and Circus of Values machines at this end of the Proving Grounds to top off all of your ammunition supplies, especially Antipersonnel Auto Rounds and Heat-Seeking RPGs. Additionally, use the Gene Bank to make sure that you have the Human Inferno, Electric Flesh, and Frozen Field tonics spliced. Similarly, make sure you are equipped with the Incinerate, Electro Bolt, and Winter Blast plasmids. Armored Shell and SportBoost are also worth installing if you haven't already done so.

FONTAINE

Fontaine is a man who believes in taking what's owed to him—as well as what isn't. To him, Rapture is nothing but a sinking ship and always has been, and now he has a way out. Jack has been a life raft decades in the making, a tool Fontaine has waited a small eternity for to return and do his bidding. He took Jack at birth and sent him to live a fake life only to summon him back with a murderous pull-string implanted in his mind. It's time Big Daddy Jack shows Fontaine just how good at killing he has become...



FONTAINE'S LAIR

OBJECTIVE: DRAIN ADAM FROM FONTAINE!

1 **Fontaine has infused himself with a massive dose of Adam. Your only hope of killing him is to drain the Adam out of him. When he is in the Adam inducer device you can drain his Adam. He will only return to the inducer when physically weakened.**

Fontaine is strapped to the Adam inducer in the center of his lair and is currently not a threat. Have a quick look around his lair to note the location of the Health Station, Bot Shutdown Terminal, and Gene Bank. Also, there are a couple of storage crates that you can pilfer if in need of some last minute money for the Bot Shutdown station.

FONTAINE

All of that Adam the Little Sisters have been collecting had to go somewhere. That somewhere is Fontaine. The power-hungry weasel of Rapture has built a complex Adam inducer that continuously pumps an ocean's worth of the precious gene-altering nectar through his system. Sure, Fontaine derides the lowlife Splicers as being hooked on Adam, but the truth is that he is as reliant on Adam as anyone in Rapture. Take his Adam and you take his strength.

BOSS ATTACKS

Fireballs

Fontaine has an advanced form of the Incinerate plasmid the likes Jack has never seen. They are very potent, travel quickly, and have quite a long burn time.

Plasma Shot

Rather than waste his time with a minor plasmid like Electro Bolt, Fontaine has the power to fire balls of electrified plasma that are capable of inflicting mass damage and stunning you for several seconds.

Ice Blast

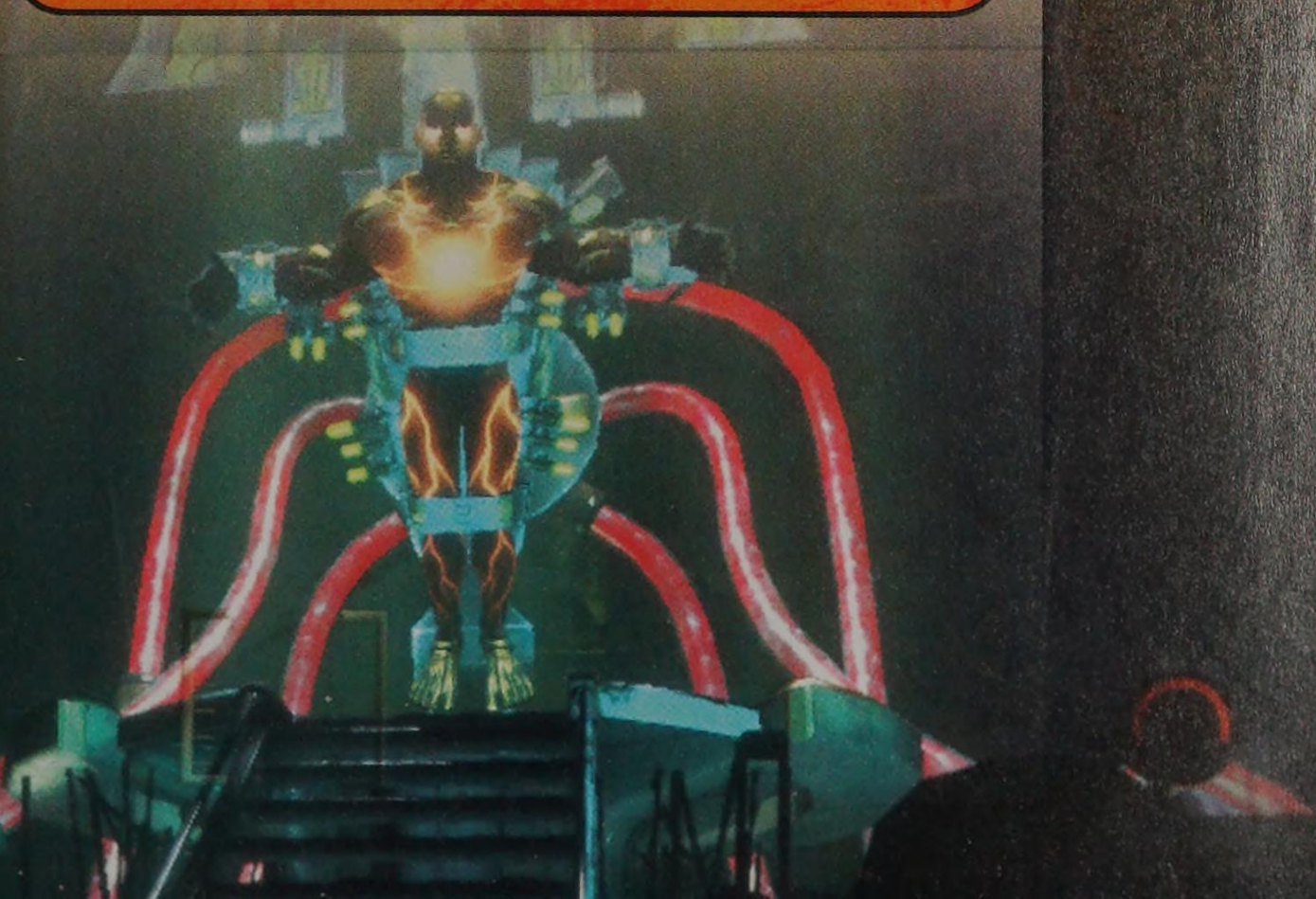
This attack is similar to Jack's Winter Blast plasmid, only a stronger version. Watch for Fontaine to unleash an icicle-laden stream that shoots across the floor in Jack's direction. If you are hit, you will be frozen solid for a time while Fontaine continues to attack.

BATTLE PLAN

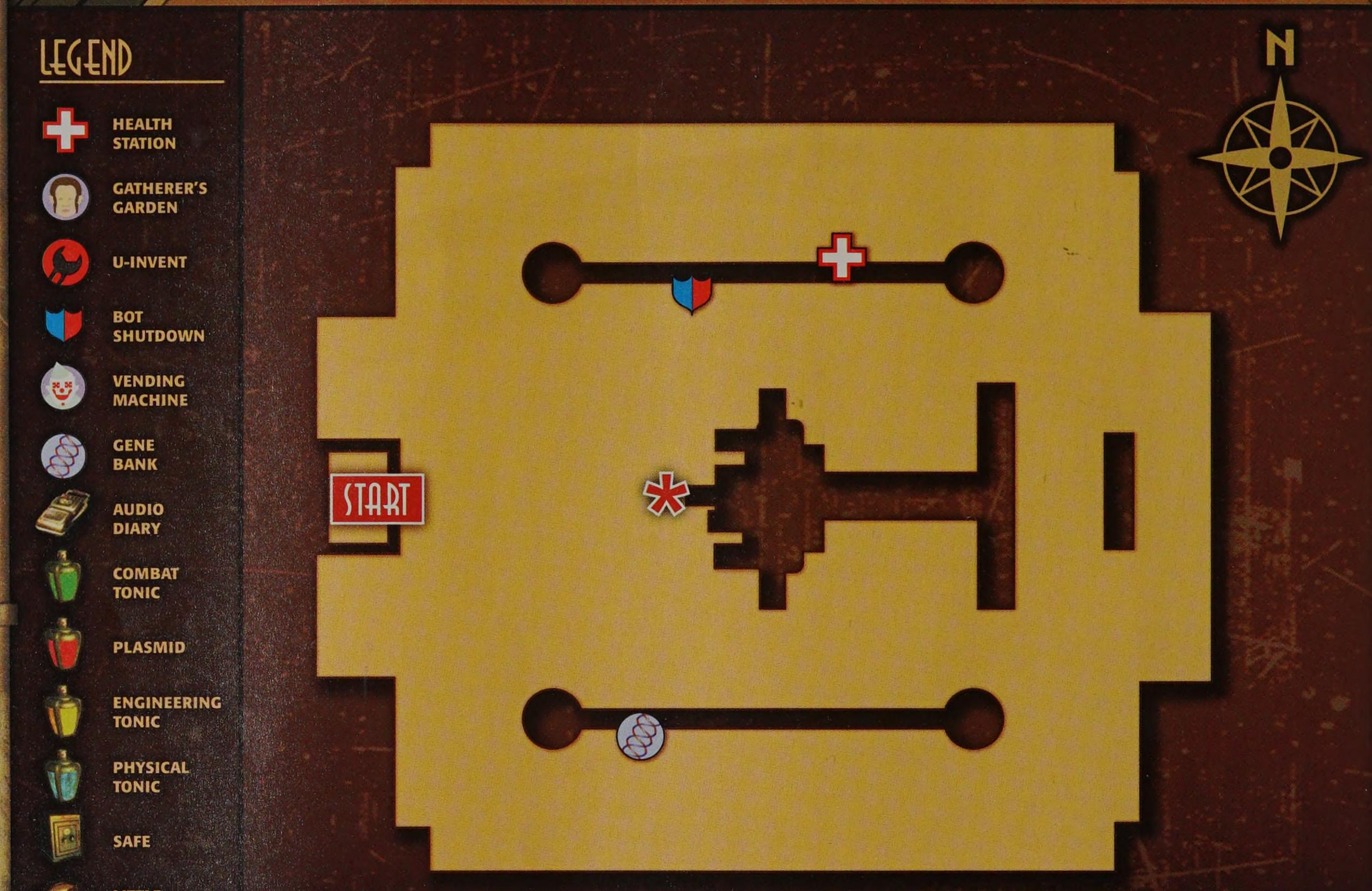
Before you climb the ramp to Fontaine's body and use the Adam Harvester the Little Sister gave you, make sure you have the SportBoost 2 tonic installed, since the extra agility will come in handy. Equip the Winter Blast 3 plasmid and approach Fontaine. Follow the on-screen prompt to drain him of the first of four bottles of Adam. Now get ready for battle.

NO SAVING

It is important to note that you cannot save during this fight, nor is there a Vita-Chamber to rely upon. However, the game does autosave as soon as you enter this arena. You must defeat Fontaine completely without letting your health drop to zero.



RAPTURE DIRECTORY: YOU ARE HERE



Fontaine leaps from the machine and launch his fireball attack at you as you scramble back to your feet. Immediately strafe to the side and hit him with Winter Blast 3. Don't worry about firing your conventional weapons at him while he's frozen, since you aren't going to break the ice before he thaws. Instead, grab the Grenade Launcher and wait for him to thaw—the ice should keep him stationary and give you a clean shot. Hit him as soon as he thaws and quickly resume strafing. Fontaine zips across the arena at tremendous speeds in attempt to scorch you. He'll also continue to throw fireballs. Continue strafing in circles to avoid him and use the Winter Blast 3 plasmid to freeze him in place, then ready up another Heat-Seeking RPG or Incendiary Bolt and hit him with it as soon as he thaws.

Fontaine returns to the Adam inducer once his health has been fully depleted. This allows him to replenish his lost health, but it also gives you time to do the same. Switch to the Incinerate 3 plasmid, reload the Grenade Launcher with Heat-Seeking RPGs, and head up the ramp to drain him of his second bottle of Adam. The second phase of the battle is similar to the first, only Fontaine now relies on an ice-based attack. Use Incinerate to counter this frosty attack and stay on the move to avoid the streams of ice heading your way. To make matters worse, Fontaine summons a pair of Security Bots to aid him in this stage of the battle. Light him up with the Incinerate 3 plasmid and run over to the Bot Shutdown Terminal and spend the 20 dollars it costs to disable the Security Bots. Continue to dodge Fontaine's ice attacks and ready a Heat-Seeking RPG. He'll likely go streaking past the Bot Security Terminal towards a pair of fuel cylinders—look to hit him with a Heat-Seeking RPG while he's next to these cylinders to magnify the damage.

Quickly hack the disabled Security Bot while Fontaine is back in his Adam inducer apparatus, but don't take too long because he will exit the chair on his own if you delay. Run up the ramp and take the third bottle of Adam while you can.

The third and final phase of the battle is the most intense. Fontaine not only switches to a lightning and plasma attack, but he also summons several Splicers to surround you—the Security Bot comes in handy now more than ever! Continue to use the Incinerate plasmid and any Heat-Seeking RPGs you have left. If you run out, switch to the Machine Gun and load it up with Antipersonnel Auto Rounds. Stay on the move, ignore the Splicers, and make sure the Fontaine is constantly on fire. That way, even when you're fleeing his attacks he'll be taking some damage. Dodge his dash attacks and unload on him after he comes to a halt.

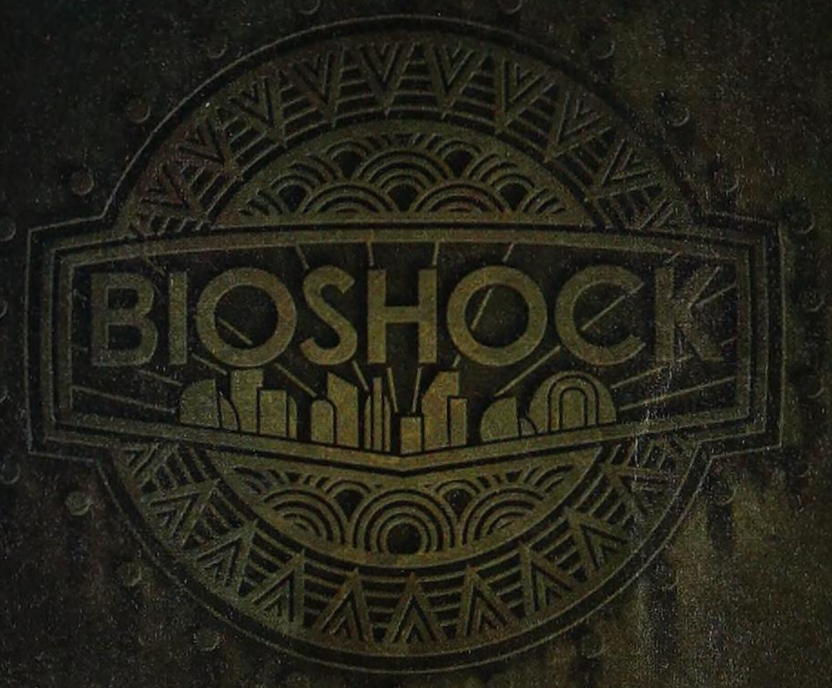
Fontaine returns to the Adam inducer to tries and refill his health once again. Rush to the machine and drain him of the fourth and final bottle of Adam before he can return to battle.

The Conclusion

So what becomes of Jack? The way this story ends depends on how you responded to the moral dilemma presented with each Little Sister encounter. Did you greedily harvest them in hopes of collecting as much Adam as possible? Or, did you see the plea for help inside their eyes and save these girls from the unfortunate fate dealt them by the adults they trusted?

Popular belief states that people don't change their ways; we are who we are. And there is no such thing as being just a little evil or just a bit greedy. Whether you harvested 2 of the Little Sisters or 20 of them matters not. You took advantage of a helpless child. But you couldn't help it, it's your nature. And you will see the results of what this type of thirst for power can do to a man. On the other hand, if your moral compass led you to rescue each and every Little Sister that came across your path, you are to be commended. And you will see what's in store for one with such nobility.

Regardless of your decisions, you've reached the end of *Bioshock*. Now get back at it and try to see the other ending!



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Before I dispense with the well-deserved expressions of gratitude for help with this project, I want to say that it was an honor to author this strategy guide. *Bioshock* is far and away one of the most entertaining and consistently engaging games I've ever had the privilege of playing. Ken Levine and everyone at Irrational Games created a masterpiece and as a gamer and a fan, I thank you all for the experience.
As proud as I am of how this guidebook has turned out, I certainly didn't do it alone. My editor, Christopher Hausermann of BradyGames, was a tremendous source of support and I especially want to thank him for his receptiveness to my suggestions. I also want to offer a big thumbs-up to Keith Lowe who did a fantastic job designing the interior of the book. Of course, I could have never had this opportunity without Leigh Davis, Mike Degler, and David Waybright of BradyGames. Thank you all for making this possible. Lastly, I want to thank my wife Kristin for keeping the shoulder rubs and coffee coming well into the night.

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Doug lives outside Seattle in the small town of Snoqualmie, Washington with his wife of ten years, Kristin, and two dogs. In addition to being a full-time strategy guide author with sixty titles to his credit, he is also an active endurance mountain bike racer. Doug recently finished seventh overall in the Washington State 24-Hour Solo Championships and, as this book goes to print, will be in the midst of the seven-day TransRockies mountain bike classic in British Columbia. You can follow his musings about videogames and mountain biking on his blog, Randomly Generated.

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BIOSHOCK™

CAN YOU SURVIVE A MADMAN'S UTOPIA?

You are a cast-away in Rapture, an underwater Utopia that has been torn apart by civil war. Caught between powerful forces, hunted down by genetically modified "splicers" and deadly security systems, you have to come to grips with a deadly, mysterious world filled with powerful technology and fascinating characters.

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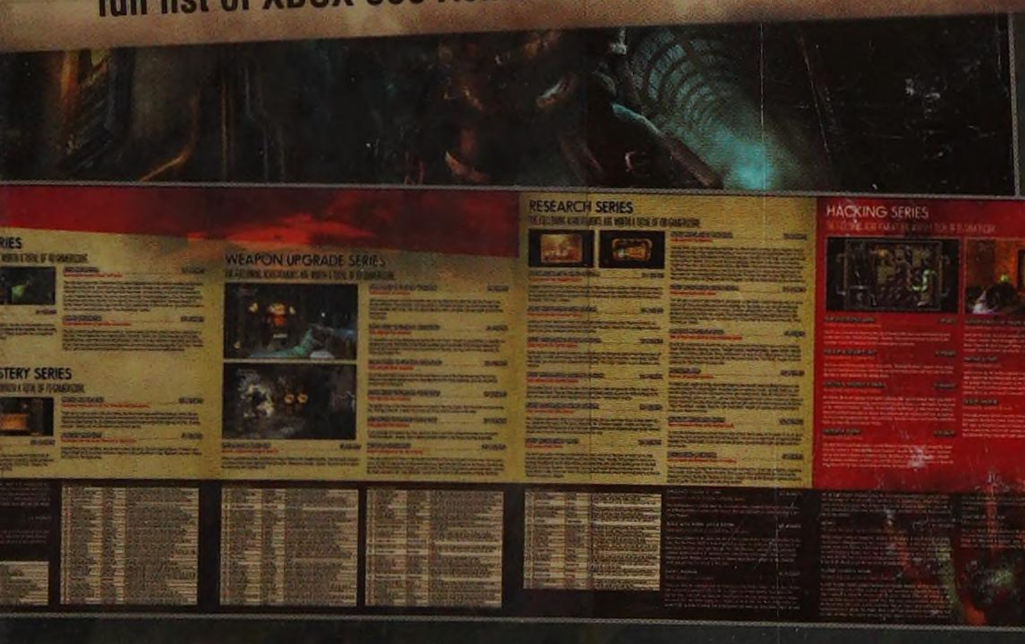
Horror is waiting around every corner; use this guide to survive unscathed. Learn how to fend off the Splicers, bring down the Big Daddies, and overcome the lunatics that populate the underwater metropolis of Rapture.

ILLUSTRATED MAPS

Discover the best route to each of your objectives and learn the location of every safe, secret, and enhancement that this strange world holds.

EXCLUSIVE FOLDOUT

This exclusive poster features art from the game and a full list of XBOX 360 Achievements on the reverse.



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Uncover the secret powers of plasmids and unlock your genetic potential. With these genetic mutations you can shock, freeze, and incinerate enemies, use telekinesis to move objects, and enrage foes to make them fight against each other.

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